

INTRODUCTION

In 1976, Dick Alvarez of Atascadero, California, founded the first ISA Tree Trimmer's Jamboree in St. Louis, Missouri. The Jamboree was initially established to preserve classic skills so that when it came to real-life aerial rescue, a climber with nothing more than a rope could save a life. That first competition had four events, the Work Climb, Aerial Rescue, Rope Throw, and the Footlock or Body Thrust Speed Climb. Contestants had the option to compete in both the Footlock and Body Thrust but could only earn points in one of the two. (At that time the footlock was used by a select few climbers, primarily from both coasts, with most competitors using the body thrust method to enter the tree.) The four scores were combined and the climber with the highest score at the end of the day was declared the winner.

Since then the competition has grown, the name has changed, and the purpose has expanded. Now known as the International Tree Climbing Championship (ITCC), Championships are now held in 20 countries around the world. The purpose has expanded to promote safe working practices, demonstrate improvements and innovations in equipment and techniques, and provide industry recognition to the public. It is also an opportunity for climbers to gather and exchange ideas with other professional peers.

The rally point for this competition is the site of the International Society of Arboriculture's Annual Conference. Each Chapter of ISA is allowed to send one male and one female climber to represent the Chapter at the event. Climbers are selected as a result of their demonstrated superior abilities in local Chapter or regional championships. Contestants compete in five preliminary events to qualify as one of the top five contestants who earn the right to move on to the championship round.

The top six contestants, four men and two women, who have accumulated the highest combined point total for the five preliminary events move on to the championship round, the Masters' Challenge. The Masters' Challenge at the international competition is set up in a "New Life" format, that is, contestants that advance to the MC start fresh, no points are carried forward. Contestants in this round compete for the World Championship. The winners, one woman and one man, are presented the World Champion's Buckle by the ISA President at the All Delegate reception that evening. Contestants also receive cash and prizes donated by sponsors of the event.

How to Use This Rule Book

To familiarize yourself with the rule book, first study the table of contents to get an idea of how the rules are organized. The rules are presented from general to specific; that is, rules that apply to the entire event are at the beginning. Rules for individual events then follow. It is the responsibility of the judges, officials, technicians, and contestants to review the rules in their entirety before the start of the competition.

A numbering system gives each rule a specific number. For example, all rules associated with the Work Climb begin with the number 3. A second and/or third number following the first number identify the section and, if applicable, subsection for that particular rule. For example, Section 3.1 is the overall summary for the Work Climb. Section 3.2 describes the handsaw station, and subsection 3.2.1 discusses the requirement for lanyard use at the handsaw station.

You also will find a summary at the beginning of each event section. The summary is not a rule but an overview of the event. The actual rules for each event follow the summary. At the end of each section is a list of potential penalties, potential reasons for disqualifications, and reasons for disqualification.

The new format highlights rules in bold that have been added or changed since the last revision.

Carry a rule book with you in your pocket or gear bag and use it whenever a question arises. Knowing the rules may enable you not only to avoid penalties and disqualification but also may improve your competition score and experience.

If you have questions or would like to make a suggestion to the ITCC Committee about a change to the rules, or if you would like to volunteer your assistance, and/or have an idea for how the event could be improved, e-mail the ISA office at itcc@isa-arbor.com, call (217) 355-9411, or write to ISA, P.O. Box 3129, Champaign, IL 61826-3129.

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1. CONTESTANT'S RESPONSIBILITIES

1.1 Required Meeting Attendance

- 1.1.1 All contestants are required to attend all the equipment inspection and event organization meetings. Due to special circumstances, exceptions may be made only with head judge's approval.
- 1.1.2 The pre-event meetings are conducted by the championship chairperson to inspect equipment; review rules and regulations; introduce the contestants, judges, and officials; verify registrations and insurance requirements; and discuss and answer questions before the event.
- 1.1.3 It is the contestant's responsibility to bring any questions about equipment or rules and regulations to the judges' attention at these meetings.
- 1.1.4 It is the contestant's responsibility to have all new techniques and equipment approved for competition by the special advisor. This shall be done during the contestants' meetings the day before the competition. No new techniques or equipment will be reviewed the day of the competition.
- 1.1.5 It is the contestant's responsibility to read and understand the rules and conditions of the competition prior to the event.

2. GENERAL RULES AND REGULATIONS

2.1 Eligibility

- 2.1.1 Only one climber from each ISA chapter may represent the chapter at the international competition.

There are two exceptions to this rule:

- a. The previous year's world champion is invited back to defend the title. The chapter with the current world champion is allowed to send an additional climber to compete as the chapter's representative.
 - b. The ISA president may invite additional qualified climbers to compete at the international competition to fill vacant positions of available spots, at the president's discretion. Climbers must be the champion or runner-up of a local or regional ISA-sanctioned climbing championship.
- 2.1.2 The use of alcoholic beverages or illegal drugs by any climber, judge, or official will result in immediate disqualification and removal of the individual from participation in the championship events.
- 2.1.3 Contestants must be members of ISA prior to the start of the competition.

2.2 Equipment

- 2.2.1 All personal equipment shall satisfy applicable safety standards.
- 2.2.2 If the contestant's equipment does not meet or exceed required standards by the time the contestant is scheduled to start an event, the contestant forfeits that event.
- 2.2.3 If a contestant has a question about equipment or the legality of a climbing technique, it is the contestant's responsibility to have that equipment or technique approved by the special advisor during the contestants' meetings the day prior to the event.
- 2.2.4 The championship events are designed to simulate actual working conditions. Equipment used by contestants must provide adequate protection for use in working conditions.
- 2.2.5 All personal climbing equipment is subject to inspection and approval by the judges before each event.

- 2.2.6 If a contestant has a question about equipment or the legality of a climbing technique that cannot be answered by the head judge of an event, the ISA championship chairperson and special advisor will address the question and make a ruling.
- 2.2.7 The final decision as to the suitability of equipment or a climbing technique rests with the special advisor.
- 2.2.8 **Climbing lines shall have a minimum diameter of 1/2-inch (12.5 mm) and be constructed of a synthetic fiber, with a minimum nominal breaking strength of 5400 pounds (24 kn) when new. Maximum working elongation shall not exceed 7 percent at a load of 540 pounds (2.4 kn). Competitor climbing lines shall be identified by the manufacturer as suitable for tree climbing.**
- 2.2.8.a **Competitors who bring equipment that is introductory and/or not readily recognized as standard brand-name equipment may be required to provide a written statement or a product label and picture from the manufacturer stating that the rope or other equipment is designed for tree work. An example of this would be a marketing brochure, catalog, etc.**
- 2.2.9 **Eleven-mm climbing lines may be used for the following: (1) In the Masters' Challenge event as an access line only (such as footlocking or mechanical ascender techniques); the competitor must tie in with a climbing line meeting the criteria in 2.2.8 before performing any task in the tree other than ascending. (2) In the Throwline event as the climbing line to be set with the throwline to score the additional 3 points for setting a climbing line. Eleven-mm ropes shall meet the synthetic fiber, breaking strength, and elongation requirements as stated in 2.2.8 and be identified by the manufacturer as a climbing line.**
- 2.2.10 All ropes snaps shall be of the self-closing, locking type.

- 2.2.11 A carabiner used as part of a climber's primary fall-protection system shall meet the minimum standards for rope snaps and shall be of the self-closing, positive-locking type (a carabiner, which upon closing, automatically moves into the locked position, requiring a minimum of two separate operations to prepare the gate to open). Failure to abide by this rule may result in disqualification.
- 2.2.12 All climbing (Work Climb, Masters' Challenge, Aerial Rescue, and Speed Climb) must be done with the aid of a fall-protection system.
- 2.2.13 A suitable fall-protection system requires that the rope always be crotched above the climber.
- 2.2.14 After leaving the ground, the contestant must be tied in, belted in, or belayed at all times.
- 2.2.15 No unsecured footlock climbing or free climbing is permitted.
- 2.2.16 Infractions of the fall-protection rule will result in lost points or disqualification at the discretion of the judges. Infractions include failure to keep the system taut, or brief instances of being open to a fall or climbing above the tie-in point. Flagrant disregard for this rule will result in disqualification.
- 2.2.17 Contestants, judges, technicians, and officials must wear appropriate footwear and clothing during competition.
- 2.2.18 Appropriate footwear is defined as a work boot that covers the foot and ankle and that is constructed with a heavy, synthetic sole with leather (or equivalent) upper covering.
- 2.2.19 The sole should provide proper traction for work on the ground as well as aboveground.
- 2.2.20 The sole and upper portion of the boot should provide protection from penetration and pinching from rolling or falling objects.

- 2.2.21 Tennis shoes, jogging shoes, or other lightweight sport or recreation shoes are prohibited.
- 2.2.22 Prusik loops, split-tails, and work-positioning lanyards shall meet the minimum strength standards established for climbing lines.
- 2.2.23 A minimum of a double fisherman's bend shall be used to form the Prusik loop. Variations, including an endless splice, may be used with prior approval of the ITCC special advisor. A six-coil Prusik hitch, a Klemheist, or other secure friction hitch shall be used for fall protection during the Secured Footlock event.
- 2.2.24 Neither the Prusik hitch nor any other approved friction hitch shall be used for descent unless it is part of an overhead belay system.
- 2.2.25 Contestants are not permitted to place their hands on or above the Prusik hitch when it is used on a static line, such as in the Secured Footlock event. The first offense will generate a warning; a second offense will generate a disqualification.
- 2.2.26 Use of mechanical ascenders (Clog, Petzl, CMI, etc.) may be permitted, subject to the special advisor's prior approval.
- 2.2.27 Contestants will not be permitted to place their hands on or near the cams of spring-loaded cam-type ascenders. The first offense will generate a warning; a second offense will generate a disqualification.
- 2.2.28** A contestant will be disqualified if he or she drops a piece of equipment while **working aloft when** participating in an event.
- 2.2.29** A contestant may not throw and/or drop any piece of equipment or gear from the tree **while working aloft**, other than **throwlines, throw weight**, rope, or a rope bag. The contestant must also notify the judges and technicians

and receive an all-clear response from the head judge before a **throwline, throw weight**, rope, or rope bag is thrown, or the contestant will be disqualified from that event.

- 2.2.30 No climbing equipment (saddles, work-positioning lanyards, ascenders, etc.) shall be altered in a manner that would compromise the integrity of the equipment. (i.e., drilling holes or welding ascenders).
- 2.2.31 A contestant using a work-positioning lanyard (flip line, buck strap, etc.) that is attached to the side D-rings shall not attach both anchoring points of the lanyard to the same side D-ring.
- 2.2.32 Contestants may use the handsaws provided, or they may use their own handsaws. All handsaws shall have their teeth covered or removed.
- 2.2.33 Handsaws used in competition shall be no longer than 23 inches or shorter than 13 inches when measured from the tip of the blade to the end of the handle in a straight line.

2.3 Other

- 2.3.1 A random drawing is held by the championship committee before the organization meeting to determine the order in which the participants will complete the events.
- 2.3.2 It is the responsibility of each contestant to be at each event at the scheduled time.
- 2.3.3 Contestants must report to the head judge before the contestant is scheduled to start an event. If the contestant does not report to the head judge within 5 minutes of the scheduled starting time, the contestant forfeits that event.
- 2.3.4 Contestants not currently competing shall not approach or talk to event judges while the contest is in progress without the prior consent of the judge. Failure to abide by this rule may result in disqualification.

- 2.3.5 All protests shall be submitted by, or sponsored by, the competitor filing the protest to the championship chairperson in writing within 1 hour of the alleged rule infraction.
- 2.3.6 Protests must be made on an official protest form, which is available from the championship chairperson.
- 2.3.7 Misconduct in the presentation or discussion of protest is cause for immediate withdrawal of protest rights and/or possible disqualification.
- 2.3.8 It is the responsibility of the contestants and judges to know the rules and regulations and to conduct themselves in a professional manner at all times during the competition. Failure to abide by this rule may result in immediate disqualification and dismissal from the event.
- 2.3.9 Contestants may not leave the designated event area once they have started the event.

3. WORK CLIMB EVENT

3.1 Event Summary

The Work Climb tests the contestant's ability to move about the tree using a tree-climbing rope and saddle. The contestant starts from a staging area in the tree and is required to visit five work stations throughout the tree, performing a specified task at each station. Each station in the tree is equipped with a bell; the contestant must ring the bell before continuing to the next station. Contestants earn points for successfully completing the task at each station and ringing the bell. At certain stations, the contestant can earn bonus points for completing additional tasks. Penalty points are assessed when a contestant fails to properly complete a task, or when uncontrolled or unsafe climbing practices are observed. **A contestant can also earn judges' discretionary bonus points based on safety, style, poise, and creativity.**

3.2 The Handsaw Station

- 3.2.1 The contestant must reach the station, lanyard in (buckstrap, flip line) if required, and ring the bell with a handsaw before continuing to the next station.
- 3.2.2 If the contestant rings the bell with something other than a handsaw (a hand or foot, for example), a 3-point penalty is assessed.

3.3 The Limb Toss Station

- 3.3.1 This station is equipped with two small sections of limb.
- 3.3.2 **The contestant must reach the station, lanyard in, ring the bell with a handsaw, call for “stand clear,” and receive confirmation that all is clear from the head judge prior to throwing the first limb at the target on the ground. The contestant may not throw two limbs at the target at the same time.**
- 3.3.3 **The contestant must reach the station and lanyard in before calling the warning (i.e., “stand clear”).**
- 3.3.4 The contestant receives 3 **points** if the target is hit on the first throw.
- 3.3.5 If unsuccessful with the first attempt, the contestant must throw a second time and will receive 2 points for hitting the target. The contestant does not need to re-call “stand clear” prior to throwing the second limb.
- 3.3.6 No more than 3 points can be **earned for hitting the target at this station.**
- 3.3.7 If the contestant misses on the second throw, **no points are received.**
- 3.3.8 **If the contestant fails to ring the bell, toss the limb, and/or call a warning, or attempts to toss two limbs at the target at the same time at the limb toss station, the contestant**

will not have correctly completed the task at this station and will receive no scoring points for this station. In addition, the contestant will receive a 3-point penalty.

- 3.3.9 If the contestant rings the bell with something other than a handsaw, a 3-point penalty is assessed.
- 3.3.10** If the contestant fails to ring the bell **and/or fails to call a warning** before tossing the **first** limb at the limb toss station, a 3-point deduction is assessed.

3.4 The Pole Pruner Station

- 3.4.1 The contestant must reach the station, lanyard in, and then ring the bell using the working end of a pole pruner.
- 3.4.2 A 3-point penalty is assessed if the contestant does not use both hands on the pole when ringing the bell.
- 3.4.3 A 3-point penalty is assessed if the climber rings the bell with the wrong end of the pole pruner.
- 3.4.4** Before moving to the next station, the climber must successfully rehang the pole pruner in the same location and position, **or he or she must return to the station to rehang the pole pruner. The contestant's time will continue during this process if requested by the head judge.**

3.5 The Limb Walk Station

- 3.5.1** The contestant must walk **out** on the limb, **starting from a predetermined mark on the limb**, lanyard in if required, and ring the bell with a handsaw, **then walk back in on the limb, returning to the predetermined mark**, without activating the buzzer.
- 3.5.2** If the contestant successfully works through the station and rings the bell without activating the buzzer, **3 additional points are** awarded.
- 3.5.3 If the contestant rings the bell with something other than a handsaw, a 3-point penalty is assessed.

3.6 The Landing Station

- 3.6.1 At this final station, the contestant must sound a horn by hand and then perform a controlled descent, landing on a target on the ground.
- 3.6.2 The contestant can receive **up to 4 additional points** for landing in a standing position on the 2-meter-diameter target.
- 3.6.3 A contestant who doesn't land and remain in a standing position (i.e., touches the ground with any part of his or her body other than feet) will receive a 3-point penalty.
- 3.6.4 Time stops when the contestant has landed, is in a standing position, and has untied the friction hitch or unclipped from the climbing line.

3.7 Work Climb Rules

- 3.7.1 Each contestant must be equipped with, and use, a hard hat, eye protection, tree-climbing saddle, personal (work-positioning) lanyard, climbing line, handsaw, and scabbard.
- 3.7.2 All equipment and practices must satisfy applicable safety standards.
- 3.7.3 The teeth of the handsaw must be covered or removed to prevent injury and also to prevent cutting the bells out of the tree during the competition. (If a contestant cuts any of the bells out of the tree, he or she will be disqualified.)
- 3.7.4 If at any time during the climb a contestant drops or throws a piece of equipment from the tree, the contestant is disqualified from the event.
- 3.7.5 The contestant's line is set in a predetermined tie-in point. **The same tie-in point is** to be used by all contestants. The contestant may choose his or her own route through the work stations but must finish with the landing station.

- 3.7.6 Once the contestant has been identified to the judges, the contestant is asked if he or she has any questions and is reminded of the event requirements.
- 3.7.7 The judges start the clock when the contestant signals to the judges by sounding an air horn or bell in the tree. The judges stop the time when the contestant has safely landed, is in a standing position, and has untied the friction knot or unclipped from the climbing line. The contestant must be completely detached from the climbing line for the clock to stop.
- 3.7.8 The contestant must be safely tied in with the climbing line at all times while in the tree. If the contestant is open to a swing while performing a task at any of the work stations, judges will require the contestant to be secured with a lanyard before ringing the bell or tossing the limb. The judges will notify contestants in advance if this is to be required. Any contestant who breaks this rule receives a 3-point penalty. Repeated failure to use the work-positioning lanyard may result in disqualification at the discretion of the head judge.
- 3.7.9 If the contestant breaks a large branch, or is for any reason considered by the judges to be performing an unsafe practice, penalty points are assessed and/or the contestant may be disqualified at the discretion of the judges.
- 3.7.10 Contestants must visit and successfully complete the task at each work station to earn points. If a contestant fails to visit a station, no time points are earned for the Work Climb, and no scoring points are earned for the station not visited.
- 3.7.11 Contestants are allowed a predetermined time limit (approximately 5 minutes) to complete the climb. If the contestant reaches the time limit and has not completed the event, no time points are awarded, and scoring points are accumulated for only the completed stations.

- 3.7.12 At no time is a contestant allowed to have so much slack in the climbing line that the loop of slack hangs below the contestant's feet. A 3-point penalty is assessed and/or the contestant may be disqualified for violating this rule.
- 3.7.13 Judges may assess a 3-point penalty at any work station if the contestant performs an uncontrolled swing.
- 3.7.14 If a contestant uses a Prusik assist, the contestant must lanyard in before removing the slack in the climbing line.
- 3.7.15 If the contestant falls during the landing, a 3-point penalty is assessed, and no points are awarded for hitting the landing target. The contestant is considered to have fallen on the landing if any part of the contestant's body, other than the contestant's feet, contacts the ground during the landing.
- 3.7.16 The target for the landing shall be 2 meters in diameter.
- 3.7.17 A 1-meter diameter solid circle is drawn in the center of the target and is identified as the bullseye of the target.
- 3.7.18** Contestants may receive up to 4 **additional** points for landing on the target.
- 3.7.19** Landing with both feet entirely in the bullseye is worth 4 **additional** points. (See appendix for points awarded for each of the rings on the target.)
- 3.7.20 If any part of the foot touches the line, the contestant is scored as going outside the line.
- 3.7.21 One foot on the outer circle line and the second foot out of the outer circle is scored as no points.
- 3.7.22 The contestant's landing is scored from the first point of contact on the ground to the point where the contestant comes to rest with both feet on the ground and is in a standing position.

- 3.7.23 Once a contestant has come in contact with the ground, that becomes the point (highest point total) from which the contestant's score is judged.
- 3.7.24 Once both feet have come in contact with the ground, the contestant may not move to a higher value on the target. For example, if the contestant lands with both feet outside the target and then jumps or drags into and lands on the bullseye, the landing is scored as a zero. (See appendix figure for scoring the landing.)
- 3.7.25 At the limb toss station, all parts of the limb must be inside the circle to score.
- 3.7.26 Failure to leave a work station as it was found will result in the loss of positive points for that station.

3.8 Scoring the Work Climb (90 possible points)

- 3.8.1 Scoring for this event is based on two categories: assessment of work tasks completed and time.
- 3.8.2 Sixty potential scoring points can be amassed, 55, by successfully completing various tasks at the work stations, including up to an additional 5 which are judges' discretionary bonus points.**
- 3.8.3 No scoring points are awarded for any task not completed correctly.
- 3.8.4 Judges levy penalty points for various infractions, including failure to use lanyard, excess slack in the climbing line, uncontrolled swings, falling during the landing, or other infractions at the judges' discretion.
- 3.8.5 Penalty points also are levied for failing to use a handsaw to ring the bell or failing to keep both hands on the pole pruner when ringing the bell.
- 3.8.6** The event is also timed, with up to **30** potential time points.

- 3.8.7 The contestant with the fastest time earns **30** points.
- 3.8.8 Other contestants receive a 1-point deduction from the **30**-point total for every **8** seconds their time exceeds the fastest time.
- 3.8.9 There is a predetermined time limit for this event.
- 3.8.10 If the contestant reaches the time limit and has not completed the event, no time points are awarded, and scoring points are accumulated for the completed stations only.
- 3.8.11 If a contestant fails to visit a station or fails to sound the horn at the landing station, no time points are awarded, and scoring points are accumulated for the completed stations only.

3.9 Potential Penalties

A mandatory penalty of 3 points will be deducted for each of the following violations:

- 3.9.1 Failure to ring bell with handsaw when required.
- 3.9.2 Failure to use two hands on the pole pruner to ring the bell.
- 3.9.3 Failure to use work-positioning lanyard when required.
- 3.9.4 Failure to use the working end of the pole pruner to ring the bell.
- 3.9.5 Failure to properly rehang the pole pruner.
- 3.9.6 Failure to attempt the limb toss.
- 3.9.7 Failure to ring the bell **or call a warning** before tossing limb.
- 3.9.8 Falling during the landing.

Judges may use their discretion to assign up to 3 penalty points for the following violations:

- 3.9.9 Failure to maintain a taut climbing system.
- 3.9.10 Performing an uncontrolled swing.
- 3.9.11 High-speed or dangerous descent.

3.10 Potential Disqualification

A contestant may be disqualified, at the discretion of the judges, for the following infractions:

- 3.10.1 Repeated or dangerous uncontrolled swing.
- 3.10.2 Repeated failure to use work-positioning lanyard.
- 3.10.3 Failure to maintain a taut climbing system or climbing above the tie-in point.
- 3.10.4 High-speed or dangerous descent.

3.11 Disqualification

A contestant will be disqualified for the following infractions:

- 3.11.1 Dropped piece of equipment.
- 3.11.2 Any piece of equipment left in tree.
- 3.11.3** Breaking of sizable branch (branch size to be decided prior to the event, **at the judge's discretion**).
- 3.11.4 Failure to call "stand clear" prior to tossing the first limb.
- 3.11.5 Failure to remain tied in to the tree on at least one point of attachment.
- 3.11.6 More than 5 minutes late for event.
- 3.11.7 Misconduct.

4. AERIAL RESCUE EVENT

4.1 Event Summary

The Aerial Rescue is a timed event that tests the contestant's ability to reach and safely lower an injured climber. The injured climber (dummy) is installed in the tree with a regulation climbing line and saddle approximately 20 to 25 feet above the ground. The contestant must enter the tree using a previously installed line located approximately 15 to 20 feet from the injured worker. The standard rescue scenario is that the contestant has called local emergency services and the Emergency Medical Technician (EMT) has arrived. The EMT has instructed the contestant that the injured climber is not breathing and must be lowered safely to the ground. The rescue must take place within a 5-minute time limit.

4.2 Aerial Rescue Rules

- 4.2.1 A hard hat, approved climbing saddle, work-positioning lanyard, and eye protection must be worn at all times during this event.
- 4.2.2 The contestant must enter the tree using the installed line.
- 4.2.3 The contestant may not use the injured climber's line to enter or descend the tree.
- 4.2.4 The contestant must lower the injured climber on the injured climber's line.
- 4.2.5 The contestant must remain tied in on a separate climbing line or work-positioning lanyard throughout the event.
- 4.2.6 The contestant may work off the pre-installed access line or may carry another climbing line into the tree.
- 4.2.7 Once the contestant has been identified to the judges, the contestant is asked if he or she has any questions and is reminded of the event requirements.

- 4.2.8 Timing begins when the head judge instructs the contestant to proceed.
- 4.2.9 Time is stopped when the contestant has brought the injured climber safely to the ground and has unclipped the climbing line from the injured climber's saddle.
- 4.2.10 The contestant is allowed 5 minutes to complete this event.
- 4.2.11 If the contestant runs out of time before unclipping the injured climber from the climbing saddle, the contestant must stop the climb and follow the instructions of the head judge to exit the tree.
- 4.2.12 The contestant receives points only for tasks that were completed within the time limit.
- 4.2.13 If the contestant enters the tree using an approved secured footlock technique, the contestant must lanyard in and then tie in with an approved climbing hitch before beginning to move laterally in the tree.
- 4.2.14 Contestants may leave a piece of equipment in the tree provided the head judge is informed before the climb. The head judge then makes arrangements to retrieve the equipment at the end of the contestant's climb.

4.3 Scoring the Aerial Rescue (50 possible points)

- 4.3.1 The Aerial Rescue is worth up to 50 points.
- 4.3.2 Up to 45 points are awarded in increments of 0 to 10 points for each of the following five tasks performed during the climb:

Entry into tree	5 points
Tie-in	10 points
Examination of injured climber	10 points
Descent to the ground with injured climber	10 points
Touchdown of the injured climber	10 points

Scoring guidelines and criteria are located on the scoresheet (see appendix).

- 4.3.3 Up to 5 bonus points may be awarded at the discretion of the judges for style, innovation, or safe work practices.
- 4.3.4 The contestant's time also may be used as a measure of efficiency.
- 4.3.5 If the contestant fails to finish within the time limit, he or she is called to the ground and receives only those points accumulated to that point.

4.4 Potential Disqualification

A contestant may be disqualified, at the discretion of the judges, for the following infractions:

- 4.4.1 Repeated or dangerous uncontrolled swing.
- 4.4.2 Repeated failure to use lanyard.
- 4.4.3 Failure to maintain a taut climbing system or climbing above the tie-in point.
- 4.4.4 High-speed or dangerous descent.
- 4.4.5 Breaking of a sizable branch (branch size to be decided prior to the event).

4.5 Disqualification

A contestant will be disqualified for the following infractions:

- 4.5.1 Dropped piece of equipment.
- 4.5.2 Failure to remain tied in to or secured to the tree.
- 4.5.3 More than 5 minutes late for event.
- 4.5.4 Misconduct.

5. THROWLINE EVENT

5.1 Event Summary

The Throwline is a timed event that tests the contestant's ability to accurately place a throwline and climbing line in a tree at heights between approximately 40 and 60 feet. The contestant attempts to toss a throwline through two of six targets, three on each side of the tree. The targets are worth 7, 5, and 3 points, respectively, depending on the difficulty of the throw. Each contestant is allowed unlimited throws within the time allowed (approximately 5 minutes), but a contestant can score in only one target on each side of the tree. The throwline may be manipulated in the tree, but the throw is counted by the judges as a score only if it is in the target area and both ends of the line are hanging parallel and touching the ground. An additional 3 points may be earned for installing a climbing line through one target on each side of the tree. The climbing line must be pulled through the target with both ends of the rope touching the ground in order to score additional points.

5.2 Throwline Rules

- 5.2.1 A hard hat and eye protection must be worn at all times during this event. The hard hat may not be worn backward.
- 5.2.2 The throwline or rope must be thrown by hand from within the predetermined throwing area. Devices such as the Big Shot or sling shots may not be used in the throwline event.
- 5.2.3 Contestants may use up to two climbing lines (**as specified in 2.2.8 and 2.2.9**) and no more than three throwlines.
- 5.2.4 Contestants may use equipment provided, or they may use their own throwlines if approved by the judges.
- 5.2.5 Once the contestant is instructed to enter the event area by the head judge, a minimum of 2 minutes preparation time is provided to set out the lines and ropes before

starting, unless, at the discretion of the head judge, an alternative time limit is set.

- 5.2.6 The contestant tells the judges when he or she is ready to proceed and waits for the head judge's signal to start.
- 5.2.7 If a contestant is not ready after the elapsed preparation time provided by the head judge, the contestant is signaled to start by the judge and the clock starts.
- 5.2.8 The contestant can throw either a climbing line or a throwline.
- 5.2.9 The contestant can throw at any target, in any order, any number of times, and the line can be manipulated to the desired position once it has been placed in the tree.
- 5.2.10 A throw is considered legal and scores only when the throwline or climbing line is within the target area and both ends of the line are hanging parallel and touching the ground.
- 5.2.11 If using a throwline, the contestant is required to attach the climbing line to the throwline and pull it through the target and down to the ground before the contestant can score additional points for installing a climbing line.
- 5.2.12 If the contestant wishes the throw to be scored, he or she must ask the head judge to register it.
- 5.2.13 The judges record the time and the score and determine whether the throw meets the criteria in rules 5.2.10 and 5.2.11.
- 5.2.14 If the judges decide that the throw is not legal, the contestant is notified and the throw is not registered. The burden is on the contestant to make sure the judges have accepted the throw as legal.
- 5.2.15 The contestant can score only twice (with one throw in each of the two sets of targets), and a throw can score only if it is legal and the judges are told to register it.

- 5.2.16 Once the judges are told to register a throw, it cannot be changed.
- 5.2.17 If a line gets stuck in the tree, the contestant has the option to stop trying to remove it and to use a second or third line to score.
- 5.2.18 Before the contestant may use a backup throwline, the contestant must declare the line to be stuck and may not use or score with the stuck throwline thereafter during the competition.
- 5.2.19 If all three lines get stuck, the contestant is not allowed to continue, and the score up until that time will count.
- 5.2.20 A contestant who breaks a limb with a stuck line will be penalized at the judge's discretion. The penalty may be 1, 2, or 3 points.
- 5.2.21 A contestant who breaks a large branch (the size of branch will be decided prior to the event) with a stuck line may be disqualified at the discretion of the judges.
- 5.2.22 After the second registered throw has been completed and/or the event finished, the contestant should immediately remove any lines from the tree or follow the instructions of the judges.
- 5.2.23 Time begins when the head judge tells the contestant to begin.
- 5.2.24 Time stops when the contestant has successfully installed both climbing lines in the tree or time has expired.
- 5.2.25 In the event of a tie, the contestant with the fastest time wins.
- 5.2.26 Contestants will be provided 5 minutes to complete the event unless, at the discretion of the head judge, an alternative time limit is set.

- 5.2.27 The contestant must install at least one climbing line over one of the targets within the time limit.
- 5.2.28 If the contestant does not install a climbing line, the contestant is penalized 3 points from the score accumulated before time expired.
- 5.2.29 If the contestant's climbing line becomes detached and falls from the throwline before it is placed in the target area and declared legal, the contestant will not be disqualified for dropped equipment.**
- 5.2.30 If the throwline was not declared a legal score before the climbing line was dropped, the contestant may re-throw the throwline.**
- 5.2.31 If the contestant cannot reach a declared and legally scored throwline and re-attach it to the climbing line, the contestant is finished with that side of targets. The contestant will receive points only for the declared and legally scored throwline.**
- 5.2.32 A contestant cannot score less than 0 in this event.
- 5.2.33 If the contestant's throwline becomes stuck in the tree during the competition, the contestant is assessed a 1-point penalty for each throwline stuck.
- 5.2.34 If the contestant's throwline and/or throw weight leave the flagged area during a throw, while being manipulated or otherwise removed from the tree, a 1-point deduction is assessed. A second offense will result in disqualification from the event.**
- 5.2.35 Once a contestant has made a scoring throw into a target, the contestant may not attempt to score with another throwline until the first throwline has been registered with the judges or removed from the target.

- 5.2.36 If the contestant attempts another throw before removing or registering the first, that throw and the first throw are disqualified.
- 5.2.37 **The contestant shall issue an audible warning such as “stand clear” and receive confirmation of “all clear” from the head judge before removing the throwline with the throw weight attached. An audible warning shall also be issued before manipulation of the throwline when the possibility of accidental removal of the throw weight exists. Failure to do so will result in a 1-point deduction for each infraction of this rule.**

5.3 Scoring the Throwline (20 possible points)

- 5.3.1 Contestants may register only two throws with the judges.
- 5.3.2 The time taken to legally register both throws (and/or also install the climbing lines) will be recorded.
- 5.3.3 The highest (or most difficult) target scores 7, the middle target scores 5, and the lowest (or easiest) target scores 3.
- 5.3.4 Three additional points can be scored for installing a climbing line over one target in each set.
- 5.3.5 A 3-point penalty is assessed to any contestant who does not install at least one climbing line within the time limit provided.
- 5.3.6 The contestant can score a maximum of 14 points for hitting the targets (7 on each side of the tree) and an additional 6 points (3 on each side of the tree) for installing climbing lines.
- 5.3.7 The contestant’s final placing is based on score, with the highest point total determining the winner.
- 5.3.8 In the event of a tie, the contestant with the fastest time is the winner.

- 5.3.9 If competitors with tied scores have the same time, the head judge determines the winner by conducting a sudden-death throw-off between the tied competitors.
- 5.3.10 The throw-off takes place immediately after the event has been completed by all competitors.

Example scoring:

Contestant A

Scores 7 points for hitting the highest target and an additional 3 for installing the climbing line in that target. Contestant A scores an additional 5 points for hitting the middle target on the other side of the tree but runs out of time before installing the climbing line. Contestant A scores $7 + 3 + 5 = 15$ points; time 5:00 minutes.

Contestant B

Scores 5 points for hitting the middle target and an additional 3 for installing a climbing line on the first side. The contestant then scores 3 points for hitting the lowest target on side two and scores an additional 3 for installing the rope in the second target area. Contestant B finishes the event in 3:54. Contestant B scores $5 + 3 + 3 + 3 = 14$ points; time 3:54 minutes.

Contestant C

Scores 7 points on the first side and then scores an additional 7 points on the other side but runs out of time before installing a climbing line. Contestant C receives a 3-point deduction for not installing a climbing line. Contestant C scores $7 + 7 - 3 = 11$ points; time 5:00 minutes.

Contestant D

Scores 5 points for hitting the middle target and an additional 3 for installing the climbing line over the target. Contestant D then scores 3 points for a throw on the low

target on the second side of the tree. At this point, Contestant D decides to register a final score with the head judge with a total time of 4:35. Contestant D scores $5 + 3 + 3 = 11$; time 4:35 minutes.

Contestant placing would be A-1st, B-2nd, D-3rd, C-4th.

5.4 Potential Penalties

A contestant will be penalized for the following infractions:

- 5.4.1 3-point penalty for not installing a climbing line.
- 5.4.2 1-point penalty for each stuck throwline.
- 5.4.3 1-point penalty for failing to control the throwline within the flagged area.
- 5.4.4 Up to 3-point penalty at judge's discretion for breaking a limb with a line.
- 5.4.5 1-point penalty for each failure to issue an audible warning and receive confirmation of "all clear" from the head judge before removing a throwline with the throw weight attached.**

5.5 Disqualification

A contestant will be disqualified for the following infractions:

- 5.5.1 Breaking of a sizable branch (branch size to be decided prior to event).
- 5.5.2 More than 5 minutes late for event.
- 5.5.3 Two throws that land outside the flagged area.
- 5.5.4 Misconduct.

6. BELAYED SPEED CLIMB EVENT

6.1 Event Summary

The Speed Climb tests the contestant's ability to climb a predetermined route from the ground to about 60 feet up a tree with a belayed climbing line attached for safety. The event is timed, and the contestant who reaches and rings the bell at the top of the course in the least amount of time wins.

6.2 Belayed Speed Climb Rules

- 6.2.1 A hard hat, approved tree-climbing saddle, and eye protection must be worn at all times during this event.
- 6.2.2 Contestants must tie in with and use the installed climbing line provided for the event.
- 6.2.3 The contestant signals the judges when ready and waits for the head judge to signal that the judges are ready to begin.
- 6.2.4 The judges start the clock when the contestant's second foot leaves the ground.
- 6.2.5 The judges stop the clock when the contestant rings the bell.
- 6.2.6 The contestant must follow the predetermined route and remain on belay at all times.
- 6.2.7 When the contestant has completed the climb, he or she is responsible for bringing the line back down the tree to set the course for the next contestant.
- 6.2.8 The contestant may not use the section of the climbing line from the climbing saddle to the top pulley block to aid the climb. The contestant is disqualified if this section of the climbing line is used.
- 6.2.9 The contestant may use the section of the climbing line from the top pulley block to the ground to aid the climb, or

lines set in the tree exclusively to aid in ascent.

- 6.2.10 The contestant must keep the climbing line attached to the climbing saddle at all times.
- 6.2.11 Three stopwatches are used, and the time is recorded to the hundredth of a second.
- 6.2.12 The three times are averaged to produce the final time.

6.3 Scoring the Belayed Speed Climb (20 possible points)

- 6.3.1 The event is based purely on time.
- 6.3.2 The fastest contestant to the top is the winner and receives 20 points.
- 6.3.3 The remaining contestants' scores are calculated by subtracting the fastest contestant's time (in seconds) from the times of each of the other contestants.
- 6.3.4 For every 1-second difference in time between those scores, 1 point (of the 20 possible points) is deducted from the contestant's score.
- 6.3.5 No more than 20 points may be earned or deducted for this event.

Example scoring:

The fastest contestant completes the climb in 0:30:00 seconds.

The second-fastest contestant completes the climb in 0:35:29 seconds.

Time difference = 5:29 seconds

= 5.29-point deduction

The fastest contestant receives 20 points.

The second-fastest contestant's score is $20 - 5.29 = 14.71$.

6.4 Disqualification

A contestant will be disqualified for the following infractions:

- 6.4.1 Using the section of rope between the saddle and pulley.
- 6.4.2 Dropped piece of equipment.
- 6.4.3 Breaking of a sizable branch (size of branch to be determined prior to the event).
- 6.4.4 Failure to remain tied into the tree on at least one point of attachment.
- 6.4.5 More than 5 minutes late for event.
- 6.4.6 Misconduct.

7. SECURED FOOTLOCK

7.1 Event Summary

The Secured Footlock measures the contestant's ability to perform a 40-foot vertical ascent into a tree using a Prusik hitch or other approved friction hitch for fall protection and the footlock rope-climbing method on a doubled climbing line. Mechanical ascenders may not be used. The event is timed, and the contestant with the fastest time wins.

7.2 Secured Footlock Rules

- 7.2.1 A hard hat, approved tree-climbing saddle, fall-protection harness, and eye protection must be worn at all times during this event.
- 7.2.2 The contestant may use the installed line provided for the event or replace the line with an approved climbing line of the contestant's choice.

- 7.2.3 The contestant advises the judges when ready and waits for the head judge to signal that the judges are ready to proceed.
- 7.2.4 The judges start the clock when the contestant's second foot leaves the ground.
- 7.2.5 The judges stop the clock when the contestant rings the bell at the top of the climb at approximately 40 feet, either by hitting or shaking it with his or her hand.
- 7.2.6 The official height for the record books will be 40 feet.
- 7.2.7 The contestant must wear a climbing saddle with a built-in fall protection harness or a climbing saddle and a fall protection harness attached to a belay at the dorsal attachment point.**
- 7.2.8 The head judge provides the harness.
- 7.2.9 An impartial belayer provides belay for the contestant during the climb.
- 7.2.10 The contestant must keep the belay line attached to the harness and remain on belay at all times while participating in this event.
- 7.2.11 The contestant must use a Prusik hitch or another approved nonmechanical fall-protection system during the climb.
- 7.2.12 The contestant may not descend on the Prusik hitch.
- 7.2.13 A figure-8 is provided for climbers to use during the descent.
- 7.2.14 The climber is required to remain on belay at all times during the descent.
- 7.2.15 Three stopwatches are used to record the time to the hundredth of a second.
- 7.2.16 The three times are averaged to produce the final time.

7.3 Scoring the Secured Footlock (20 possible points)

- 7.3.1 The event is based purely on time.
- 7.3.2 The fastest contestant to the top is the winner and receives 20 points.
- 7.3.3 The remaining contestants' scores are calculated by subtracting the fastest contestant's time (in seconds) from the times of each of the other contestants.
- 7.3.4 For every 1-second difference in time between those scores, 1 point (of the 20 possible points) is deducted from the climber's score.
- 7.3.5 Not more than 20 points may be earned or deducted for this event.

Example scoring:

The fastest contestant (A) completes the climb in 0:12:49 seconds.

The second-fastest contestant (B) completes the climb in 0:13:32 seconds.

(B) 13.32 minus (A) 12.49 = 00.83-point deduction.

This contestant's score is $20 - 0.83 = 19.17$.

The tenth-fastest contestant (C) completes the climb in 0:35:29 seconds.

(C) 35.29 minus (A) 12.49 = 22.80-point deduction. This contestant's score is $20 - 22.80 = 0$.

7.4 Disqualification

A contestant will be disqualified for the following infractions:

- 7.4.1 Dropped piece of equipment.
- 7.4.2 A second offense of the contestant placing his or her hands on or above the friction hitch (Prusik, Klemheist).

7.4.3 More than 5 minutes late for the event.

7.4.4 Misconduct.

8. MASTERS' CHALLENGE

8.1 Event Summary

The Masters' Challenge is the championship round of the competition. The top four men and top two women finishers from the preliminary round advance to the Masters' Challenge to compete for the title. The Masters' Challenge is designed to judge the contestant's overall productivity and skill with a rope and saddle in the tree. In ISA competitions, the International Tree Climbing Championship Rules Committee traditionally called it the Work Climb until the competition format was revised. Contestants are judged and scored on their knowledge and their ability to demonstrate mastery of different climbing techniques, use of equipment, poise in the tree, and safe working practices. At the head timer's signal, "Go," the contestant enters the designated work area. The contestant must perform a pre-climb inspection of the tree, set a climbing line, and then enter the tree. The contestant proceeds to three or four work stations in the tree. **In some situations**, a fourth station may be **added to** increase the difficulty of the climb and provide additional opportunity for the judges to assess the climber's abilities. At each station, the contestant must ring a bell before continuing to the next station. Two or three bells must be rung using a handsaw and one with a pole pruner hanging in the tree at that station. One of the stations is equipped with a plumb bob suspended from the limb. If the contestant puts too much weight on the limb, causing the plumb to drop and activate a buzzer, no points are earned for completing the task. A maximum time to complete the event is specified in advance. The climb is timed to assess overall productivity, but the Masters' Challenge is not a speed event.

8.2 Masters' Challenge Rules

- 8.2.1 Masters' Challenge contestants shall wear the minimum equipment of a hard hat, handsaw and scabbard, tree worker's saddle, work clothing and boots, eye protection, and safety work-positioning lanyard.
- 8.2.2 Contestants may not leave the pre-designated area or bring in equipment from outside the pre-designated area once the official timing has begun.
- 8.2.3 All personal equipment shall at minimum satisfy OSHA and ANSI standards or the local equivalent from the contestant's chapter of qualification.
- 8.2.4 Only four contestants may advance to the Masters' Challenge. To qualify, a contestant must post one of the top four combined point totals during the preliminary round.
- 8.2.5 If one of the top four competitors is unable to participate, the contestant with the next highest score may climb as an alternate, at the discretion of the head judge.
- 8.2.6 Once the top four contestants have been determined, the head judge sets the order in which the contestants climb. The top finisher is given first choice, followed in order of finish during the preliminary round.
- 8.2.7 Contestants are then sequestered until it is time for each individual contestant to climb.
- 8.2.8 A contestant may not witness another contestant's climb before the time he or she is scheduled to climb but may watch after he or she has finished his or her own climb. For example, the second contestant may not watch the first contestant, but the first contestant may watch the second.

- 8.2.9 The head judge shall set an adequate time limit for the contestant to install a climbing line, perform the climb, and remove all climbing equipment from the tree. This time shall be established and announced before the event begins and should not exceed 20 minutes.
- 8.2.10 Once the contestant enters the designated event area, he or she will be given two minutes to prepare for the event. If the contestant is not prepared at the end of the two minutes, official timing will begin.
- 8.2.11 Official timing begins when the head judge starts the contestant by the signal of “Go.”
- 8.2.12 Official timing stops when the contestant returns to the ground and successfully removes all equipment installed during the event, including the climbing line.
- 8.2.13 If the contestant does not complete the climb within the time limit, the score received to that point is used as the contestant’s score.
- 8.2.14 If the contestant fails to remove all the equipment in the tree within the time limit, a 20-point penalty will be assessed.
- 8.2.15 The event is timed as a means of assessing overall productivity. Time will count as a tiebreaker in the case of identical scores. The contestant will be called to the ground by the head judge if the time limit elapses or safety standards are violated.
- 8.2.16 There will be either three or five Masters’ Challenge judges. When five judges are available, high and low scores are thrown out, and the remaining three scores are averaged to provide the official score.
- 8.2.17 Previously installed climbing lines are not permitted in this event.

- 8.2.18** Contestants receive 10 points for installing the throwline on the first attempt. Each throw attempt thereafter will be worth 2 points less, with the fifth and final attempt worth 2 points.
- 8.2.19** The tree is divided into five sections for scoring the setting of the throwline in the tree. Contestants receive 1 point for installing the **throwline** in the lowest section and 5 points for the highest section.
- 8.2.20** If the contestant's throwline and/or throw weight leave the flagged area during a throw, while being manipulated or otherwise removed from the tree, a warning will be issued. A second offense will result in disqualification from the event.
- 8.2.21** Contestants may receive up to 2 additional points, awarded at the discretion of the judges, for creative technique and/or skill displayed while setting the throwline.
- 8.2.22 From the tie-in point, the contestant proceeds to three or four work stations identified with a visible marker and a bell within the tree.
- 8.2.23 Each contestant may choose the route and order in which to approach the work stations.
- 8.2.24 At each station, the contestant must demonstrate the ability to work freely with both hands.
- 8.2.25 The contestant is awarded 10 points for successfully completing each of the following tasks:
- Hand-bell stations: Contestant is required to ring bell with a handsaw.
 - Pole-pruner station: Contestant is required to ring bell with the working end of the pole pruner.
 - Weighted station: Contestant shall ring the bell with a handsaw without activating the alarm. This station may

also be called the plumb station. A weight is suspended from the limb approximately 12 to 36 inches above ground. The contestant must walk the limb and ring the bell with a handsaw without allowing the weight to hit the ground. If the weight hits the ground or activates the alarm, the contestant does not receive the 10 points for successfully completing that station.

d. No completion points are awarded at stations where the climber fails to correctly complete the required task.

8.2.26 The contestant is scored on the criteria identified on the official scoresheet.

8.2.27 A contestant will be disqualified if he or she drops a piece of equipment while working aloft. When the contestant is working on the ground during the official timed period (i.e., setting or removing lines or equipment in the tree), equipment that hits the ground will not incur an automatic disqualification. Rather, these infractions shall be judged using the appropriate sections of the scoresheet. Safe use of equipment such as throwbags and various friction-reducing devices should be rewarded. Contestants who remove equipment (i.e., throwbags, friction-reducing devices, ropes) from the tree in an uncontrolled or unsafe manner shall be penalized. It shall be up to the discretion of the judges if the infractions were deemed accidental or intentional and penalties levied accordingly. An unsafe act may result in disqualification.

8.3 Scoring the Masters' Challenge (300 possible points)

8.3.1 The judges score the contestant's movements from the time the official time begins until the contestant finishes all the work stations, returns to the ground, and successfully removes all equipment installed during the event.

8.3.2 Individual scoresheets are provided to each of the scoring judges for each of the contestants.

8.3.3 During the international competition and other competitions using the “new life” format, the overall winner of the competition will be the contestant with the highest point total in the Masters’ Challenge. During competitions using the cumulative scoring format, the overall winner of the competition will be the contestant with the highest point total from the preliminary round and the Masters’ Challenge combined.

8.4 Potential Disqualification

A contestant may be disqualified, at the discretion of the judges, for the following infractions:

8.4.1 Repeated or dangerous uncontrolled swing.

8.4.2 Failure to maintain a taut climbing system or climbing above the tie-in point.

8.4.3 High-speed or dangerous descent.

8.4.4 Breaking of a sizable branch (branch size to be decided prior to the event).

8.4.5 Unsafe techniques while installing or removing equipment from the tree.

8.5 Disqualification

A contestant will be disqualified for the following infractions:

8.5.1 Dropped piece of equipment while working aloft.

8.5.2 Failure to remain tied in to the tree on at least one point of attachment.

8.5.3 A second offense of the contestant’s throwline and/or throw weight leaving the flagged area.

- 8.5.4 More than 5 minutes late for event.
- 8.5.5 Misconduct.
- 8.5.6 Leaving the pre-designated area or bringing in equipment from outside the pre-designated area once the official time has begun.

8.6 Potential Bonuses

- 8.6.1 A competitor may receive up to 5 additional bonus points, at the judges' discretion, for each of the following:
 - 8.6.1.1 Overall demonstration of skill, style, and presentation throughout the climb.
 - 8.6.1.2 Use of innovative techniques and equipment.
 - 8.6.1.3 Overall demonstration of safe work practices and techniques.

8.7 Potential Penalties

- 8.7.1 A climber can receive up to a 5-point deduction for any of the following: unsafe acts, poor performance, poor techniques.
- 8.7.2 A mandatory 10-point deduction will be assessed at any and every work station when the activity at that work station is not completed correctly. (See Masters' Challenge scoresheet, item E, under Work Stations).
- 8.7.3 A mandatory 20-point deduction will be assessed for failing to retrieve all equipment within the time limit.

INTERNATIONAL TREE CLIMBING CHAMPIONSHIP WORK CLIMB

REQUIRED EQUIPMENT

- Safety glasses
- Hard hat with strap
- Appropriate footwear
- Approved climbing saddle
- Approved climbing line
- Approved handsaw
- Approved work positioning lanyard
- Appropriate clothing

Climber Number _____

Climber Name _____

Judge: _____

WORK STATIONS (+55 points possible)

Handsaw Station

- Completed task (ring bell)
- Penalty for not using handsaw
- Penalty for not using lanyard (if required)
- Judge's discretion penalty

+9
-3
-3
-3
-2
-1

Scoring Points

TOTAL

Limb Toss Station

- Completed task (ring bell, call warning)
- Penalty for not using handsaw
- Penalty for not using lanyard
- Penalty for failure to call warning
- Penalty for not throwing limb
- Penalty for failure to ring bell before tossing limb
- Hit target first throw
- Hit target second throw
- Judge's discretion penalty

+9
-3
-3
-3
-3
-3
+3
+2
-3
-2
-1

TOTAL

Pole Pruner Station

- Completed task (ring bell)
- Penalty for not using two hands on pole
- Penalty for using wrong end of the pole
- Penalty for not using lanyard
- Penalty for not properly rehangng the pole
- Judge's discretion penalty

+9
-3
-3
-3
-3
-3
-2
-1

TOTAL

Limb Walk Station

- Completed task (ring bell)
- Did not activate buzzer
- Penalty for not using handsaw
- Penalty for not using lanyard (if required)
- Judge's discretion penalty

+9
+3
-3
-3
-3
-2
-1

TOTAL

Final Descent and Landing Station

- Completed task (sound horn, land)
- Double bullseye
- Single bullseye
- Double outside circle
- Single outside circle
- Fell during landing
- Judge's discretion penalty

+9
+4
+3
+2
+1
-3
-3
-2
-1

TOTAL

JUDGING GUIDELINES

Contestants who fail to visit a station or fail to sound the landing horn will not receive any time points for the event and no positive points for that station.

If a contestant reaches the time limit and has not completed the climb, he/she will not receive time points for the event and will only receive scoring points accumulated up to that point.

Judges may use their discretion to assign from 0 to 3 penalty points for practices that are in their judgment unsafe, uncontrolled, or in any way damaging to the tree.

TIME

Minutes	Seconds
<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>
<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>

TIME POINT CALCULATION TO BE FILLED OUT AT SCORER'S TABLE

CONTESTANTS TIME CONVERTED TO TOTAL SECONDS	
MINUS FASTEST TIME IN TOTAL SECONDS	
TOTAL	
DIVIDE BY 8	÷ 8
TOTAL DEDUCTION	
SUBTRACT FROM 30 TOTAL POINTS FOR TIME	

DISQUALIFIED

- Lost or dropped a piece of equipment
- Performed unsafe practice
- Broke sizeable limb
- Late for event
- Lost hat
- Lost eye protection

Bonus Points (+5 Points Possible)

Judges discretionary based on Safety, Style, Poise, and Creativity

Subtotal, scoring points (X)

Scoring points (X)

Time points (Y)

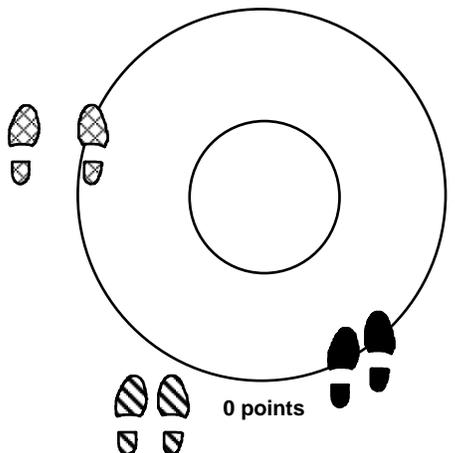
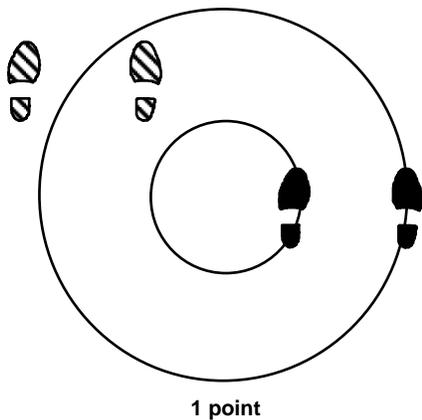
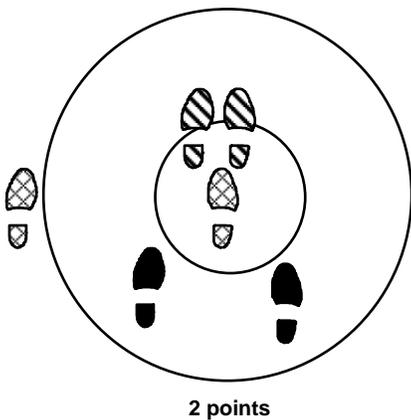
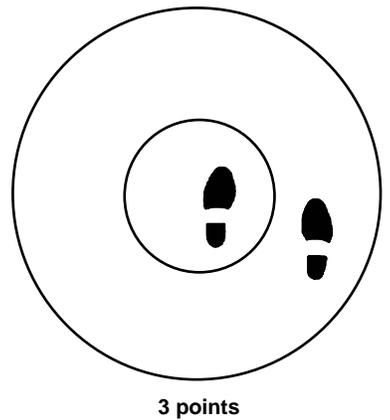
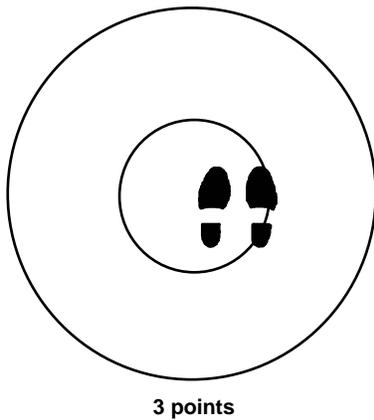
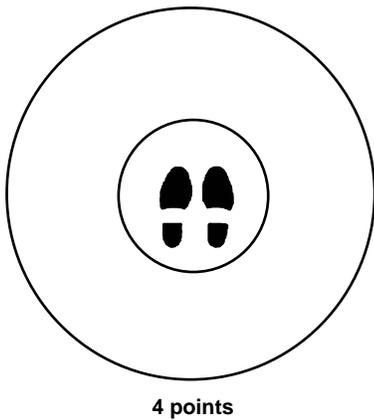
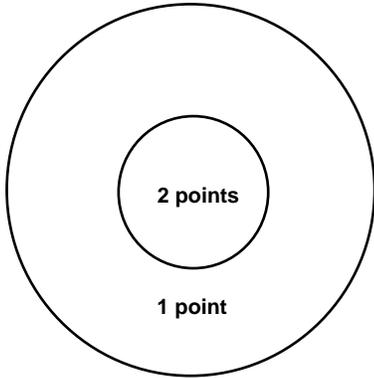
Total points (Z) (Z)

(x) + (y) = (Z)

INTERNATIONAL TREE CLIMBING CHAMPIONSHIP WORK CLIMB - SCORING THE LANDING

If any part of the foot is touching the line the score is the lower point

1. Points per foot not touching the line
2. Points per foot outside the inner circle but inside the outer circle
3. Zero points if foot is outside or touching outer circle



INTERNATIONAL TREE CLIMBING CHAMPIONSHIP AERIAL RESCUE

Climber Number _____

Climber Name _____

REQUIRED EQUIPMENT

- Safety glasses
- Hard hat with strap
- Appropriate footwear
- Approved climbing saddle
- Approved climbing line
- Approved work positioning lanyard
- Appropriate clothing

Judge : _____

SCORING GUIDELINES:

- 0 - Unsafe or No Performance
- 1 - Poor
- 2 - Fair
- 3 - Adequate
- 4 - Good
- 5 - Exceptional

Entry Into Tree (0 - 5 points.)

- smooth and safe
- fall protection
- communication with ground person
- check for hazardous conditions

0 - Unsafe or No Performance
5 - Exceptional

Score:

Tie - In Position (0 - 10 points.)

- good position for rescue
- wasted motion
- personal safety
- secure prior to examine victim
- good communication

0 - Unsafe or No Performance
10 - Exceptional

Score:

Handling Injured Person (0 - 10 points.)

- rope clear of victim
- wasted motion
- tie in to injured worker
- handling of injured worker during tie in

0 - Unsafe or No Performance
10 - Exceptional

Score:

Descent to Ground with Injured (0 - 10 points.)

- smooth
- control of injured
- wasted motion
- good communication
- climbing line kept clear
- personal safety

0 - Unsafe or No Performance
10 - Exceptional

Score:

Touch Down of Injured (0 - 10 points.)

- gentle
- flat touch down
- good control of injured
- readied injured for emergency personnel
- untie worker from climbing line

0 - Unsafe or No Performance
10 - Exceptional

Score:

BONUS (0 - 5 points.)

- Judges discretionary points; maximum of 5
- style, innovation and safety

0 - Unsafe or No Performance
5 - Exceptional

Score:

DISQUALIFIED

- Lost or dropped a piece of equipment
- Performed unsafe practice
- Broke sizeable limb
- Late for event
- Lost hat
- Lost eye protection

Total Judges Score:

INTERNATIONAL TREE CLIMBING CHAMPIONSHIP THROWLINE

Climber Number _____

Climber Name _____

REQUIRED EQUIPMENT

- Safety glasses
- Hard hat with strap
- Appropriate footwear
- Appropriate clothing
- Approved throw ball
- Approved climbing line

Head Judge: _____

SCORING GUIDELINES:

Weight must be whipped back to ground for score to count.
The throwline or climbing line may be manipulated in order to end in a crotch that scores.

Side 1	Side 2
Score	Score
Score for Target	Score for Target
<input style="width: 30px; height: 30px; border: 1px solid black;" type="text" value="7"/> <input style="width: 30px; height: 30px; border: 1px solid black;" type="text" value="5"/> <input style="width: 30px; height: 30px; border: 1px solid black;" type="text" value="3"/>	<input style="width: 30px; height: 30px; border: 1px solid black;" type="text" value="7"/> <input style="width: 30px; height: 30px; border: 1px solid black;" type="text" value="5"/> <input style="width: 30px; height: 30px; border: 1px solid black;" type="text" value="3"/>
Score for Installation of Climbing Line	Score for Installation of Climbing Line
<input style="width: 30px; height: 30px; border: 1px solid black;" type="text" value="0"/> <input style="width: 30px; height: 30px; border: 1px solid black;" type="text" value="3"/>	<input style="width: 30px; height: 30px; border: 1px solid black;" type="text" value="0"/> <input style="width: 30px; height: 30px; border: 1px solid black;" type="text" value="3"/>
Side 1 Total: _____	Side 2 Total: _____

Total for Side 1 and 2: _____

Contestant's Time

Timer A

Timer B

Example: Contestant's time equals 3 minutes, 21seconds - record as 3.21

Penalty if no Climbing Line is installed: -3

Penalty for stuck Throwline: -1 point per Throwline

Penalty for failing to control throwball: -1 point for first time

Penalty for breaking a limb less than ____ diameter

Penalty for each failure to issue an audible warning: -1

Total Score
Maximum 20 Points

DISQUALIFIED

- Lost or dropped a piece of equipment
- Performed unsafe practice
- Broke sizeable limb
- Late for event
- Lost hat
- Lost eye protection
- 2 Uncontrolled throws

Head Judge should establish size of broken branches that will disqualify climber at beginning of event.

**INTERNATIONAL TREE CLIMBING CHAMPIONSHIP
BELAYED SPEED CLIMB**

Climber Number _____

Climber Name _____

REQUIRED EQUIPMENT

- Safety glasses
- Hard hat with strap
- Appropriate footwear
- Appropriate clothing
- Approved climbing saddle
- Approved climbing line

Head Judge: _____

Record time to nearest
Hundredth of a Second
Example: 9:36:05

Timer A:

Timer B:

Timer C:

Contestant Time: MIN SEC 1/100THS
[] : [] [] : [] []

Contestant Time: MIN SEC 1/100THS
[] : [] [] : [] []

Contestant Time: MIN SEC 1/100THS
[] : [] [] : [] []

DISQUALIFIED

- Lost or dropped a piece of equipment
- Performed unsafe practice
- Broke sizeable limb
- Late for event
- Lost hat
- Lost eye protection

Contestant's
Average Time _____

Climber Number _____

Climber Name _____

INTERNATIONAL TREE CLIMBING CHAMPIONSHIP SECURED FOOTLOCK

REQUIRED EQUIPMENT

- Safety glasses
- Hard hat with strap
- Appropriate footwear
- Approved climbing saddle
- Approved climbing line
- Approved Prusik knot

Head Judge: _____

Record time to nearest
Hundredth of a Second
Example: 5:32:26

Timer A:

Timer B:

Timer C:

Contestant Time: MIN SEC 1/100THS
 : :

 MIN SEC 1/100THS
 : :

 MIN SEC 1/100THS
 : :

DISQUALIFIED

- Lost or dropped a piece of equipment
- Performed unsafe practice
- Broke sizeable limb
- Late for event
- Lost hat
- Lost eye protection

Contestant's
Average Time _____

- Hard hat with strap
- Safety Glasses
- Approved Footwear
- Approved Clothing
- Climbing Saddle
- Approved Climbing Line
- Approved Flip Line
- Approved Handsaw

International Tree Climbing Championship Masters' Challenge

Climber Name: _____

Judge: _____

Installation of Climbing line (17 possible points)

1st try - 10 points 4th try - 4 points
 2nd try - 8 points 5th try - 2 point
 3rd try - 6 points

Height of Crotch

5	4	3	2	1
---	---	---	---	---

Bonus Throw method/ technique, skill displayed

0	1	2
---	---	---

Score

Set up of Climbing line/Equipment and Entry into tree (12 possible points)

(Enter 0, 1, 2, or 3 in each box)

Set up: Installation of Climbing line / Equipment
 (False crotches - 2nd line-other)

Safe and Efficient Set up

Entry: Method: Suitable, Safe, Always secure

Ascent: Smooth, Fluid, Efficient use of energy

Scoring Guidelines

- 0 - Unsafe/Poor Performance
- 1 - Fair Performance
- 2 - Good Performance
- 3 - Exceptional Performance

Score

Work Stations (240 possible points, 60 each Station)

Handsaw Pole Pruner Handsaw Limb Walk

(Enter 0 thru 10 in each box)

A) Use of safety procedures, equipment and always secure against falling

B) Rope control and use, no struggle

C) Tie-in point or re-direct suitable for situation and work station

D) Confident posture and balance at station

E) Correctly completed activity at station (0 or 10)

F) Control of movement to and from station

Scoring Guidelines

- 0 - Unsafe/ No performance
- 1 - 2 Poor Performance
- 3 - 4 Fair Performance
- 5 - 6 Adequate Performance
- 7 - 8 Good Performance
- 9-10 Exceptional Performance

Score

Sub Score

Descent, landing, and retrieval of gear after last station (16 possible points)

(Enter 0 thru 4 in each box)

Well-planned descent, rope control, not dangling (tangled)

Proper descent speed, smooth descent, balanced landing

Smooth gear retrieval, done without struggle

Safe/Controlled gear retrieval

Scoring Guidelines

- 0- Unsafe/No performance
- 1- Poor Performance
- 2- Adequate Performance
- 3- Good Performance
- 4- Exceptional Performance

Score

Judges Discretionary Bonus (15 possible points, 5 maximum for each)

(Enter 0 thru 5 in each box)

Overall demonstration of skill, style and presentation.

Use of innovative techniques and equipment.

Overall safe work practices and techniques.

Score

Deductions (Please List)

Score

0 to -5 points **Judges Discretionary** for Unsafe Acts, Poor Performance or Technique.

-20 **Mandatory** deduction for failing to remove all equipment from the tree.

Disqualified

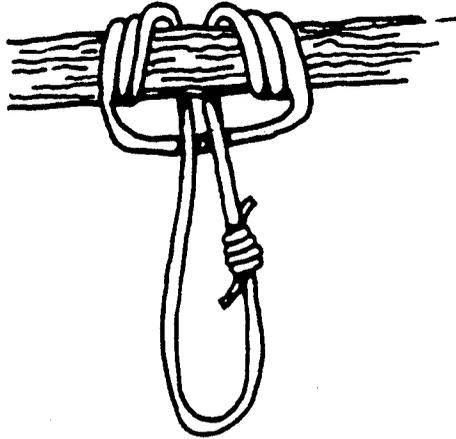
- Lost Hard hat / Eye protection
- Dropped piece of equipment
- Late for event
- Failed to install rope
- 2 uncontrolled throws
- Other _____

Official Time

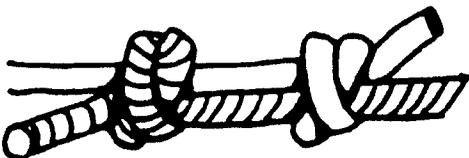
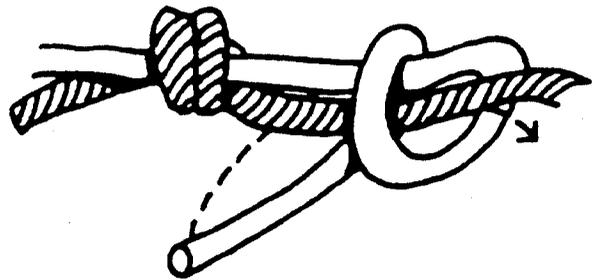
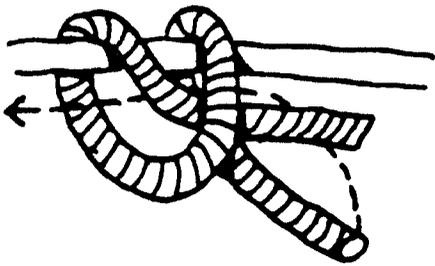
Total Score

(Maximum of 300 points)

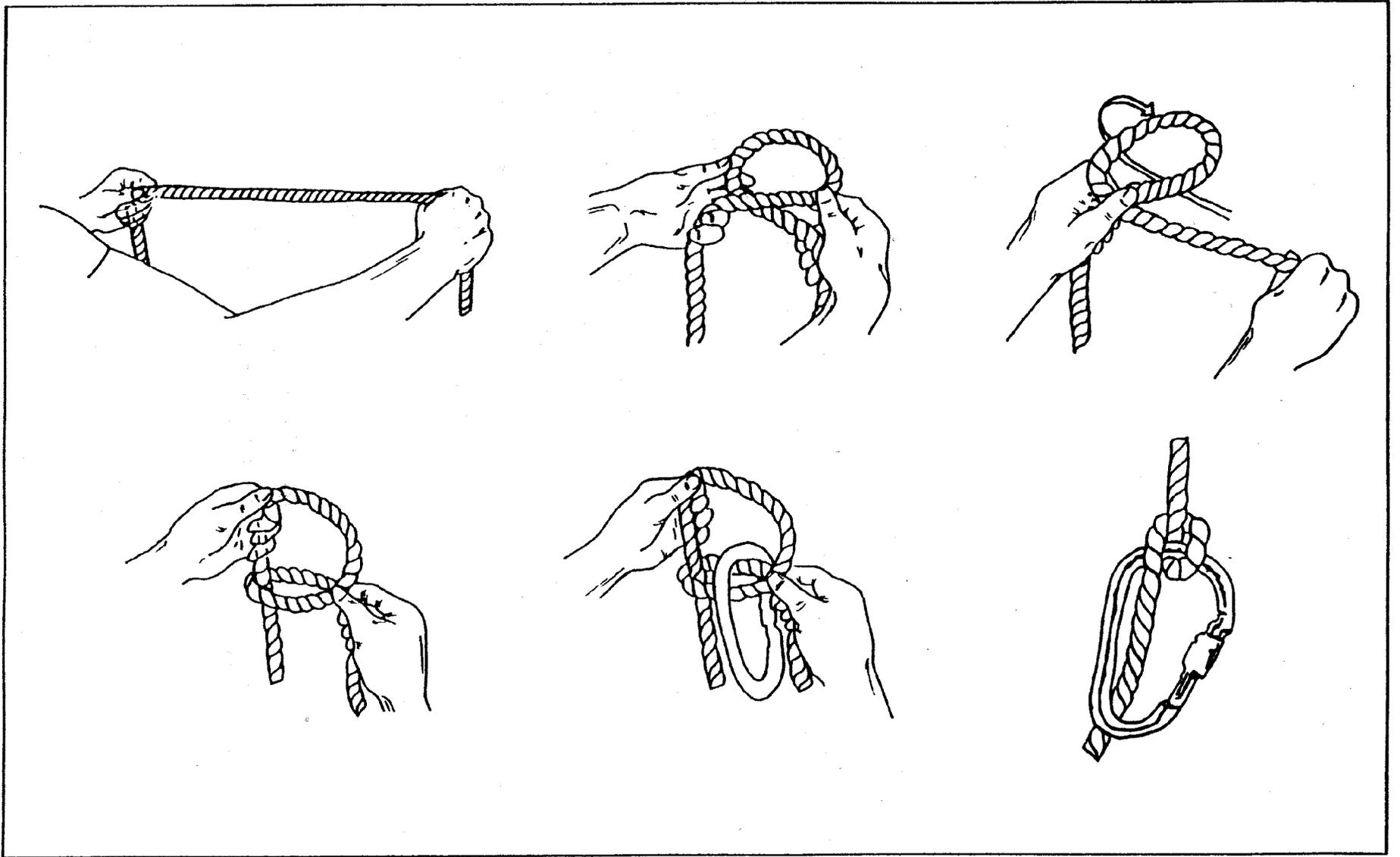
Appendix



Prusik Loop

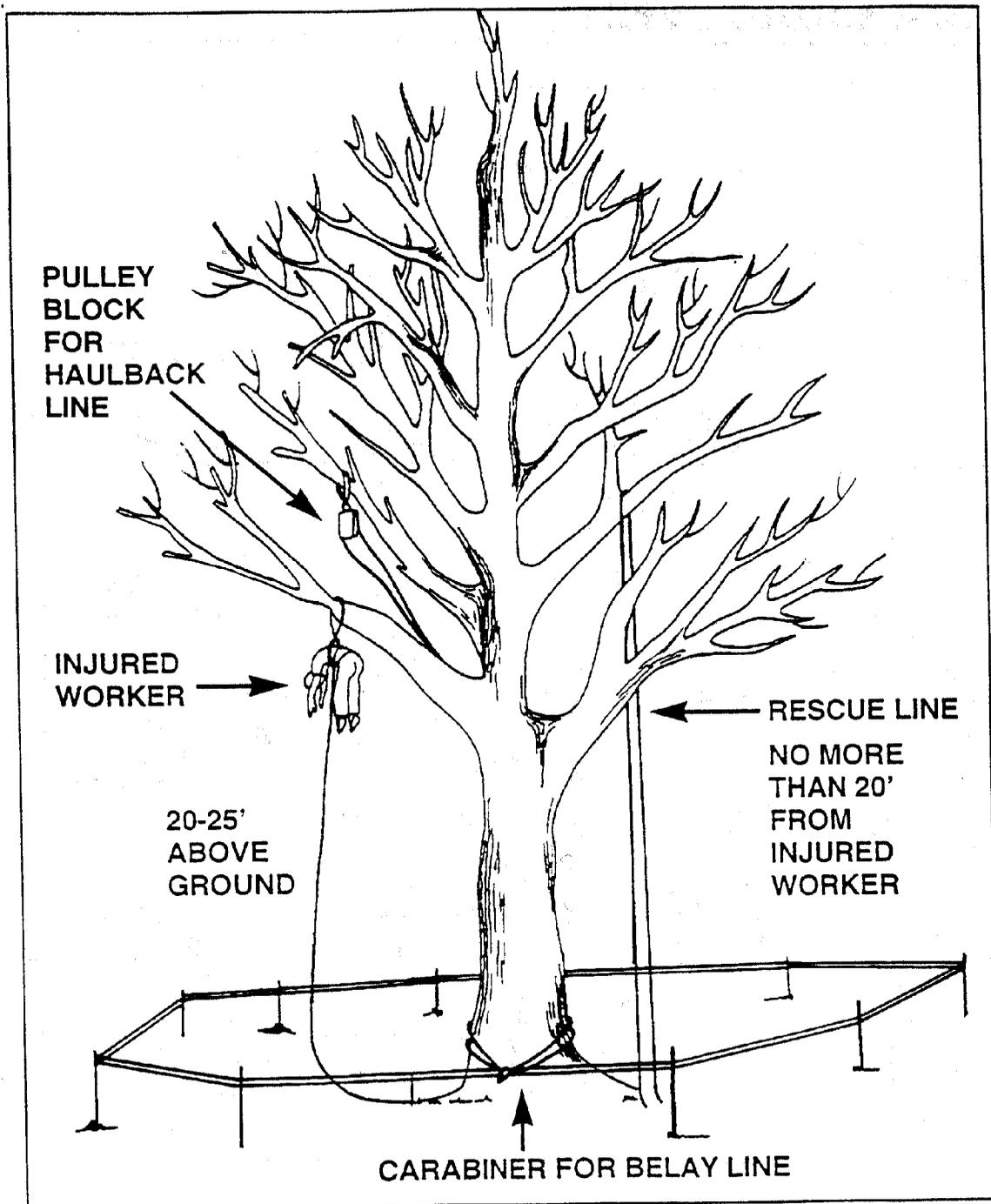


Double Fisherman's Knot



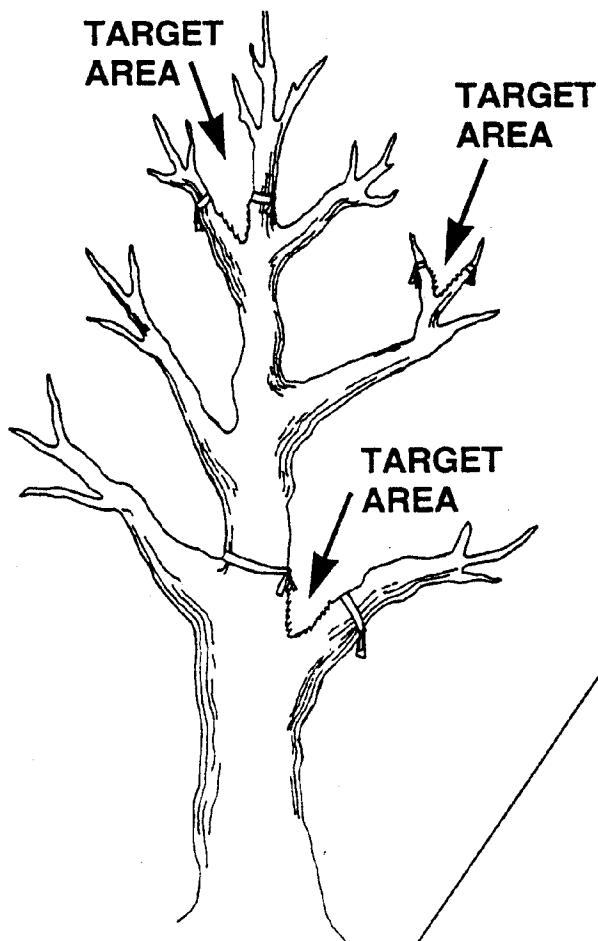
Muenter Hitch

Aerial Rescue Event



Throwline Event

—THREE TARGET SCENARIO—



TARGET
AREA

TARGET
AREA

TARGET
AREA

1 TARGET
AT 60 FEET

1 TARGET
AT 50 FEET

1 TARGET
AT 40 FEET

NOTE: EACH
TARGET CAN
BE SCORED
ONLY ONCE

NOTE: THE SAME
TARGET CAN BE
SCORED TWICE

2 TARGETS
AT 60 FEET

2 TARGETS
AT 50 FEET

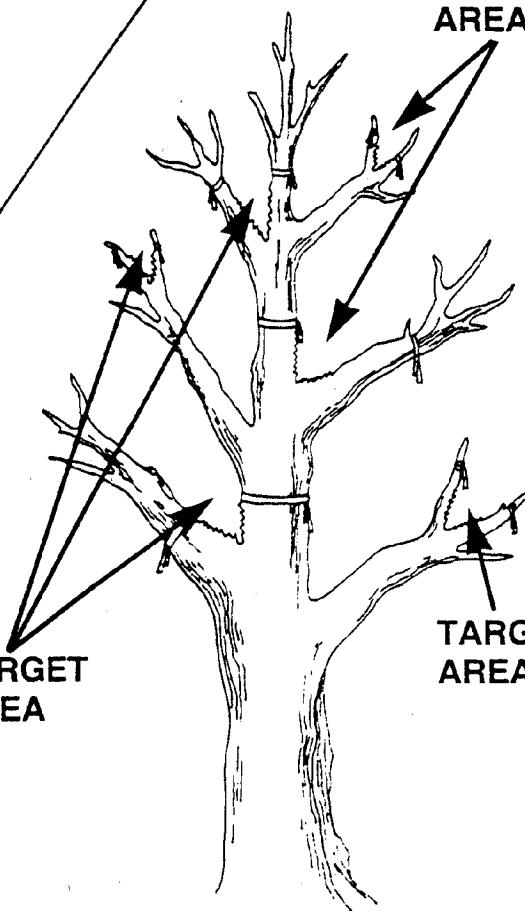
2 TARGETS
AT 40 FEET

TARGET
AREA

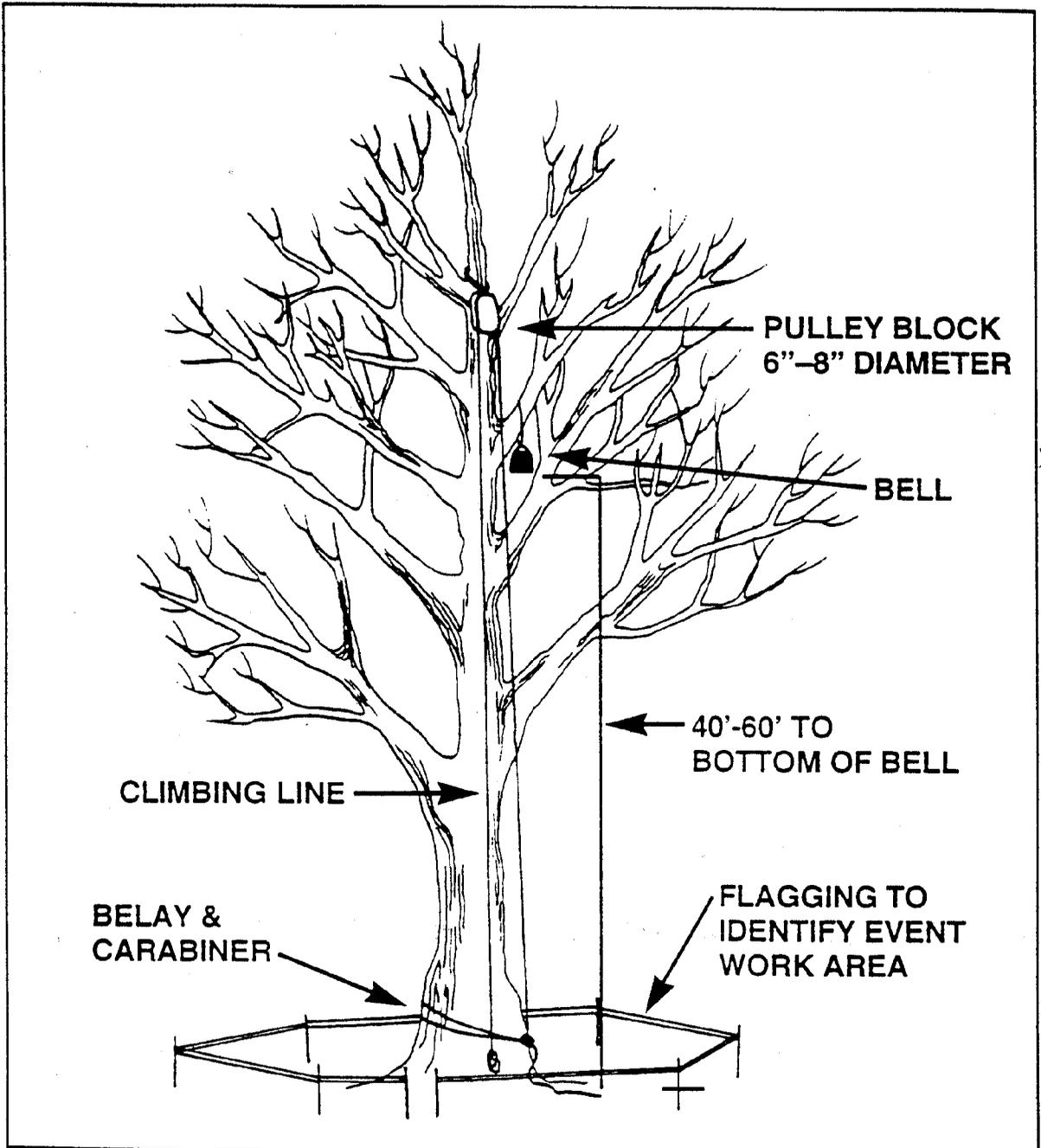
TARGET
AREA

TARGET
AREA

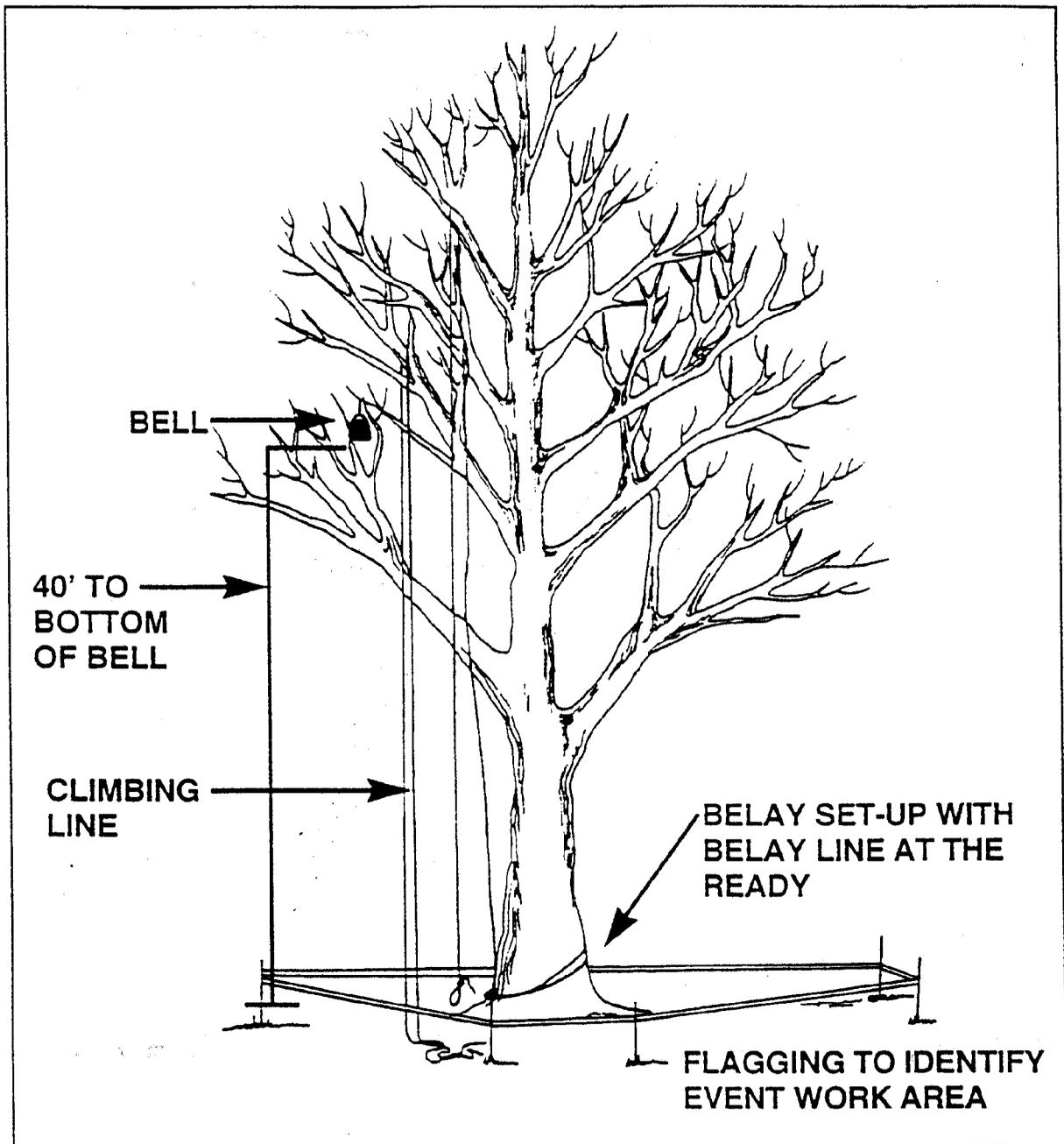
—SIX TARGET SCENARIO—



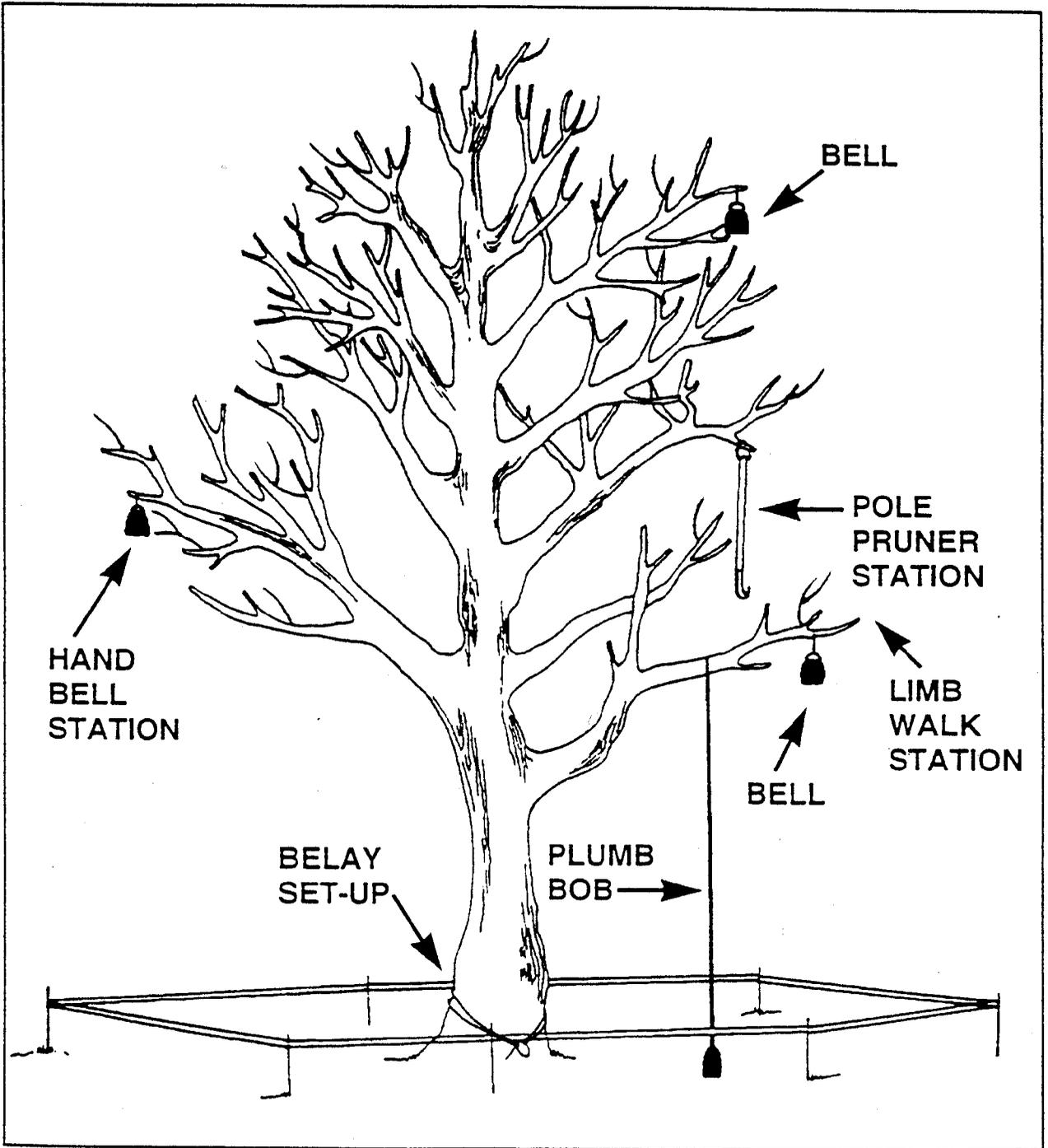
Belayed Speed Climb Event



Secured Footlock Event



MASTER'S CHALLENGE



TREE CLIMBING CHAMPIONSHIP HELP BOOK

The purpose of this help book is to better inform and prepare competitors. This help book is not a binding or sanctioned document by the ITCC. The comments and suggestions contained herein are provided for your information use only.

General: The **first** and most important thing you can do to be prepared to compete and have a good experience is to read and familiarize yourself with the rules. Read the rules book completely. Have any questions prepared in advance and be ready to ask those questions at the pre-event meetings held. The **second** most important thing you can do to score well in the events is to read and study the score sheets for each event. This will help you understand what the judges are scoring you on. Knowing what the judges are looking for will help you score better and not waste efforts during your event.

Meetings: Be aware that there will be **Mandatory Meetings** held prior to the event. This sometimes occurs the day before the competition. Make sure you are at these meetings on time! Failure to make all the required meetings can disqualify you to compete. These meetings will be held to review events, ask and answer questions you may have, and safety inspect all competitors' equipment. Any new techniques and equipment can be reviewed with you and TCC Special Advisor or Head Judge to determine if the technique or equipment is approved to use. This is important! If you try a new or unusual technique in an event and the Judges are not prepared for it, you could score poorly even though it was a great technique. Best advice here is, no surprises! Also have every piece of gear that you might possibly use inspected, because once the inspection is over you cannot bring it in. This means everything, Big Shots, poles, extra boots, ropes, etc.

Judges and Technicians: These people are gracious volunteers who receive no monies for their time and hard work. These people love the industry and competition and want you to have a great experience. There are hundreds of volunteer hours that go into setting up and conducting the event.

Helpful Hint: Bring your best attitude, and show a little respect and appreciation for all these people are trying to do for you.

Equipment: All of your equipment is to be in safe condition and is required to meet ANSI Z 133 standards. If you do not know or have a copy of these standards, you can purchase a copy from the ISA, NAA or local arborist equipment supplier.

Helpful Hint: All equipment used for fall arrest and work positioning shall have a minimum break strength of 5000 lbs or 23 KN. A KN (kilonewton) is a measurement of force. 1 kilonewton is approximately 224 pounds for force. Example a 22 KN carabiner is rated to 4928 pounds, which would make it illegal to use for fall protection. It must be 23KN, which is 5152 pounds.

Ropes, Slings, Prussics, and Lanyards: Make sure these meet the standards. Also make sure they are in good condition. One of the most common items disqualified at equipment inspections is worn ropes and rope tools.

Helpful Hints: Make sure your rope and rope tools are newer and broken in. Also make sure you have at least one climbing line that is 150' in length. Often the work climb is done in a taller tree. Most disqualifications occur because the competitor drops something, such as a hardhat or handsaw that fell out of its scabbard. Make sure all your gear is drop proof.

Work Climb Event: Read the rules and Score sheet! The main thing in this event is time. This event is more about moving safely and quickly through the tree than style and poise. There is little room for the judges to score you on doing some cool technique. So safely fly through the tree. Save any tricks for the Masters Challenge. Making sure you perform the tasks correctly at each station. The fastest time with the fewest penalties usually wins the event.

Helpful Hints: Be as fast as you can without losing control or doing anything that looks unsafe. It is better to move quickly with control than to be fast with a lot of slips and misses. Make sure you know the how to properly complete each station. Example; you must reach the limb toss station, 2nd Lanyard in, 3rd ring the bell with handsaw, 4th call for an all clear, 5th receive all clear from Judge, 6th throw limb.

Aerial Rescue: Read the rules and Most of all, the **Score sheet!** There is a 5 - minute time limit but you are not scored on time. This event is more about technique and skill. Too many competitors try to be fast and lose potential points because they did not focus on the skills from the score sheet. Practice this event many times before you come to compete.

Helpful Hints: Study the score sheet hard! Know what the judges are scoring you on and do those. Know how to use re-directs; often the victim is

not going to be in a central point in the tree. Be very **VERBAL** talk to the victim through the whole vent. Talk to the judges as if they were workers on the site. Tell them what you are doing and why. Study the tree prior to your time to climb, make a plan from start to finish before you go up. Work that plan. If you are going to do a technique that the judges might not know, review it with the head judge before you start.

Throw Line: This is a skills event. The goal is to score with a hit target and set climbing line. You have a 5-minute time limit, but the event is based on the highest score with the fastest time. Often several competitors have the same perfect score but the fastest time wins. Now having said that, many competitors have timed out or received low and even no score because they wasted time going for the top target instead of getting points from the easier targets.

Helpful Hints: If you are using a lot of time go for the easier targets so you can get some points. You can have three sets of throw lines in the ring with you, make sure these are tangle free before you come into the ring. Buckets and rope bags work great. Just flake the lines into the containers before your turn to make sure they don't tangle. A trick some of the top competitors have used in the past with some success is to have your climbing lines already tied to the end of the throw line, this speeds things up. The down side to this trick is if the line gets stuck or you need the other end it could take some time. So study the targets in advance to see if there is potential for trouble. Another trick some competitors have used that does help is to have 4" eyes in the end of the throw line. This makes putting on and taking off the throw bags quick and easy. Also the most common way that competitors get lines stuck is trying to pull the line out with the bag attached. It is better to take the bag off before pulling the line out, it is much faster than if you were to get a line stuck.

Belayed Speed Climb: This is a **SPEED** event! So practice. Depending on the site the event could be a body thrust event or an actual belayed only speed climb. This means you will have no rope to pull yourself up with, only the tree and its branches. The climbing line is only for a belay and you are not allowed to use it in any way. So practice this style also. I will tell you in that the International Competition this will be a belayed speed climb not a body thrust.

Helpful Hints: This is a speed climb so you don't need any extra gear. Take every thing off your saddle. Also make sure you have a chinstrap on

your helmet. Most disqualifications have happened from dropped hardhats. Make sure your safety glasses won't fall off either!

Secured Footlock: This is also a **SPEED** event! So practice. You will only need a saddle, prussic and carabiners and figure 8. (Some set ups allow you to not need a figure 8. The technician will lower you down.) You will be wearing a full body harness over or under your saddle for the belay line. The belay line is attached to the dorsal point, between the shoulders on your back. Make sure you can footlock without spinning or this could cause you to tangle and be slowed down.

Helpful Hint: If the event allows it, use your own climbing line. Pre-tension the line before you start by pulling the slack out and holding it there. Use a boot with little or no heel, you will get a better bite on the lock. Some competitors use a saddle with a built in fall arrest harness, and practice with that. This type of saddle if it meets the standards is allowed. This means you don't have to wear the provided full body harness.

Masters Challenge: Only the top 4 competitors from the preliminary 5 events proceed to this event. This event is judged from setting your own line till you pull all of your gear out of the tree. This event is scored by your skill, technique and safe work practices. This is the only event where your score is based on the judge's opinion of your performance. This is the place to use your approved tricks and equipment. There will be a time limit but time is not a factor in the score except to break a possible tie.

Helpful Hint: Bring everything you could possibly need into the ring before you start. Study the tree, and form a work plan before leaving the ground. (You will be given time to do this.) If you use the Big Shot, this is the event it can be used. Make sure you know how to use re-directs, often some stations are set up to showcase this skill. Have more than rope before you start, it may be useful in some trees. (Hope you have a 2nd rope inspected earlier). The judges love to see smooth movements and perfectly struck swings. The judges love to see a fluid climber who shows no sign of struggling to perform the event. **GOOD LUCK!**

How to Conduct a Chapter Tree Climbing Competition

NOTE: The ISA has produced a video to assist Chapters in conducting a Tree climbing competition. Each Chapter was provided with a complementary copy of this video. Additional copies may be purchased from the ISA office.

I. Establishing the committee

A. Chair

1. The chair of the chapter Tree Climbing Championship committee should be knowledgeable about the latest tree climbing regulations, equipment and techniques. In addition it is important to choose an individual who is willing to devote a substantial amount of time to committee work.
2. The chair is responsible for overseeing all of the organizational aspects of the competition. The primary responsibility of the chair is to appoint and direct the TCC committee.
3. The chair is also the liaison with the International Tree Climbing Championship committee.

B. Committee members

1. The organization committee should include 4-6 additional members to assist the chair with the planning and promotion of the competition.
2. It is recommended that the chair appoint a Head Judge and Technical Advisor.
 - A. The Head Judge is responsible for the set up of the event and also assists with the recruitment of qualified judges for each of the events. The head judge is expected to know and understand the most current set of rules.
 - B. The Technical Advisor is responsible for the climber equipment check and also assists with the setup of the events. The Technical Advisor must be familiar with the most recent safety standards. The Technical Advisor also recruits technicians for each of the events.
 - C. The Chair, Head Judge, and Technical Advisor form the Rules Review Committee. They are responsible for review of any protest and or questions related to rule violations and or judgement calls.
3. It is best to make sure that the various professional sectors (commercial, utility, municipal and education) are represented, if practical. Also, for chapters that are comprised of more than one state or province, it is a good idea to have a good mix of representation of various geographic regions.
4. Committee members must be well informed about tree climbing regulations and practices such as [ANSI](#), [OSHA](#), [CE](#) or other applicable national or local authorities.

5. It may be desirable to have representatives of major event sponsors or individuals who can provide trucks and other necessary equipment on the committee.

II. Planning

A. Site needs

1. The site must have trees adequate in size and shape for each of the five preliminary events and the Master's Challenge. The trees and site must be free of hazards.
2. The Chapter must obtain expressed written permission to use the site, and must clearly state how the property will be used. If permits are required it is the Chapter's responsibility to obtain them.
3. The site must be able to support heavy equipment such as aerial lift devices used in site preparation and set-up.
4. The site must be suitable for spectators and situated such that it can be secured to protect spectators and passers by.
5. The site must have adequate parking.
6. The site should have restroom facilities.
7. Local emergency authorities should be notified and, if possible, arrangements should be made to have an EMS crew on site the day of the event.

NOTE: The site should be cleaned up after the competition and left in better condition than it was in before the event. Part of your negotiation position with any site should include the fact that the chapter will prune the trees in the immediate area of the competition.

B. Personnel needs

1. A team of volunteers is needed to prepare the trees and site in advance of the climbing competition. It is best to do this weeks in advance of the competition. The trees may require pruning to eliminate hazards, or to provide the suitable set-up for the events. This is also a good public relations opportunity if the work will be done in a public area.
2. Personnel required on the competition day:
 - FOOTLOCK: 1 Judge
2 Timers
1 Technician
 - BELAYED
SPEED CLIMB: 1 Judge
2 Timers
1 Technician
 - THROWLINE: 1 Judge
1 Technician
1 Timer
 - WORK CLIMB: 3-5 Judges
1 Timer
1 Technician

AERIAL RESCUE: 2 Judges/timers
1 Scorekeeper
2 Technicians

MASTER'S: 3-5 Judges (personnel from other events can be used here)
1 Timer
1 Technician

OTHER: Minimum 3 scorekeepers
2-4 Assistants
ISA has an electronic scoring program that is run on
MicroSoft Excel. Copies are available via email from the
ISA and ISAE offices.

NOTE: Judges may double as timers if personnel resources are limited. It is preferable however, not to have judges serve double duty so that they are free to inspect equipment and answer questions.

THE COMMITTEE CHAIR SHOULD **NOT** BE A JUDGE AND SHOULD BE AVAILABLE TO OVERSEE EVENTS AND MAKE RULINGS WHEN NECESSARY. Preferably, the Chair, Head Judge and Technical Advisor should not be used as event judges so they are able to move from event to event to assist with questions as they arise. However at the chapter this is not always a luxury and the Head Judge and Technical Advisor can be used to judge events like the Footlock and Belayed Speed Climb. These events typically finish early and there is a lag time between groups providing the judges time to work on situations during these down times.

3. Judge selection criteria:

- Judges should be knowledgeable about tree climbing practices, safety regulations and event rules.
- Committee should avoid using judges who have a family or company tie to any of the competitors. Those individuals may be used as timers or technicians if personnel resources are limited.
- Inexperienced judges should be paired with experienced judges. It is best to start new judges off as timers and or technicians and then work them into judges' positions.

C. Equipment needs

GENERAL:

- Caution tape and stakes or poles to mark off event areas
- Event signs
- Sponsor recognition signs
- Drinking water, juices, soft drinks
- Tables and chairs for judges and scorers
- Garbage containers

- ❑ Public address system
- ❑ Electrical hook-up for scorers
- ❑ Extra solar-powered calculators
- ❑ Extra hardhats
- ❑ First aid kit

FOOTLOCK:

- ❑ Block for a ½ inch climbing line
- ❑ Rigging sling for the block
- ❑ 2 approved climbing lines
- ❑ Approved locking snap
- ❑ 3 stop watches
- ❑ 1 bell and marking ribbons
- ❑ 1 solar calculator or calculator w/spare batteries
- ❑ Belay rigging (see *Belaying Technique* in the ITCC Rule Book)
- ❑ Figure 8 descender
- ❑ Clipboard

BELAYED SPEED CLIMB:

- ❑ Block for a ½ inch climbing line
 The sheave for this event needs to be locked to provide friction. The rope could be set through a false crotch also or two carabiners that are set up with opposite and opposing gates.
- ❑ Rigging sling for the block
- ❑ 2 approved climbing lines
- ❑ Approved locking snap
- ❑ 3 stop watches
- ❑ 1 bell and marking ribbons
- ❑ 1 solar calculator or calculator w/spare batteries
- ❑ Belay rigging (see *Belaying Technique* in the ITCC Rule Book)
- ❑ Clipboard

THROWLINE:

- ❑ 2 120' throwlines
- ❑ marking ribbons
- ❑ 1 stopwatch
- ❑ 1 clipboard
- ❑ (aerial lift available to free lodged throwlines)

WORK CLIMB:

- ❑ Block for a ½ inch climbing line
- ❑ Rigging for the block
- ❑ Belay rigging (see *Belaying Technique* in the ITCC Rule Book)
- ❑ Approved climbing line (preferably 150")
- ❑ 100' throwline with a plumb bob
- ❑ 5 bells with marking ribbons

- ❑ 1 stop watch
- ❑ 1 pole pruner or pole saw head section with the blade removed or taped
- ❑ 10 sections of wooden pole saw cut to the same length 2" x 2'
- ❑ Something to mark target on ground (spray paint, tarp, etc.)
- ❑ Clipboards for judges

AERIAL RESCUE:

- ❑ 1 aerial lift to reset dummy
- ❑ Dummy (100-150 pounds)
- ❑ Approved climbing rope and saddle for dummy. Tie the dummy's friction hitch with a figure of eight stopper knot
- ❑ 1 additional approved climbing rope
- ❑ 1 120' throwline
- ❑ Block for ½ inch climbing line
- ❑ Rigging for the block
- ❑ Belay rigging (see *Belaying Technique* in the ITCC Rule Book)
- ❑ 2 stop watches
- ❑ 2 clipboards

MASTER'S CHALLENGE:

- ❑ Belay rigging (see *Belaying Technique* in the ITCC Rule Book)
- ❑ Approved climbing line (preferably 150')
- ❑ 3 or 4 bells with marking ribbons
- ❑ 1 stop watch
- ❑ 1 pole pruner or pole saw head section with the blade removed or taped
- ❑ Clipboards for judges

NOTE: It is a good idea for each Chapter to prepare and maintain a tree climbing competition kit. Be sure to take inventory when packing up equipment at the end of the day.

III. Insurance and waivers

A. Requirements

Insurance is required to conduct a Chapter competition. Arrangements have been made for U.S. Chapters to purchase medical insurance for participants and event insurance for spectators from ISA at group rates.

B. Applying for insurance

1. The chapter will need both event and accident insurance. Apply no later than four weeks before a competition occurs. Insurance Providers Group oversee ISA's insurance programs.
2. IPG has developed an event form for Chapters to complete and submit to IPG. Copies of this form are provided in this manual and may also be requested from IPG at 217-892-2133, Eric Thompson is the contact.
3. Many parks and municipalities require to be named as co-insured on the policy. IPG will review the form and send the appropriate confirmation and certificates

as requested. A copy of the insurance certificate should be available on site during the competition.

4. Before participants are allowed to compete they must sign the insurance waiver form.
5. The cost of medical insurance is calculated using the number of participants signing waiver forms. Only those participants who sign the waiver form are covered by the policy. Copies of insurance and waiver forms are included with the ISA Leadership Notebook.

C. Liability

It is important to follow through on all insurance procedures. Chapters could be held liable if injuries occur during a climbing competition. If Chapter assets are not enough to cover a claim, individual members, officers, and directors of *unincorporated* Chapters may be held liable. See the section on legal and insurance considerations in the Leadership Notebook.

IV. Site preparation

A. Prior to competition

- Obtain written permission for the use of the site. Obtain any permits that may be required.
- Prune the trees to be used in competition remove visible hazards and make them suitable for the events.
- Prune surrounding trees to reduce hazards.
- If necessary, take measures to abate hazards on and around the site.
- Arrange for grass to be mowed, if necessary, before the competition.
- Arrange for restrooms, water fountains, and electrical power outlets to be operational on the day of the competition.
- Arrange for emergency personnel to be on site the day of the competition. [If the emergency personnel cannot be on site, call in advance to the 911 dispatcher, fire and police, to let them know where and when the event is taking place.](#)
- Provide each event judge with an emergency call in number if 911 is not available

B. Day of competition

- Secure the areas around each event to protect spectators.
- Provide a quiet area off-limits to participants and spectators, for the judges and scorers.
- Set up tables and chairs for scorers and judges.
- Check that each event tree is set properly and that all safety measures are in place.

V. Event set-up

GENERAL

1. Each event area must be secured. This may be done with caution tape and poles encircling the areas. Only authorized personnel should be allowed to enter the secured areas. Any judges, contestants or other officials must be wearing an approved hardhat to enter the secured areas.
2. All areas surrounding the events and spectator zones should be cleared of potential hazards.

FOOTLOCK

1. An approved climbing line should be installed in a tree at a height of at least 45', and hung so that it is out from the trunk and away from any limbs. The line may be installed on a block that is rigged as a false crotch in the tree. **If a block is used, lock the sheave to put friction in the system or use a ringed false crotch or two carabiners rigged with opposite and opposing gates.** The rope should be installed so as to facilitate quick change if the climber wishes to substitute another approved line.
2. A bell is suspended at exactly 40' from the ground and one foot away from the climbing rope. The bell should be flagged with brightly colored ribbon.
3. A second line should be installed as a belay line in a manner such that the climber can be belayed from behind without interfering with the climb. A belay rig must be installed at the base of the tree.
4. A technician is required as a belayer.
5. Two timers and one judge are needed. In addition to running a stopwatch the judge is responsible for inspecting each climber's equipment, and enforcing all rules. The judge averages the time on the three stopwatches and reports one time to the scorers.

BELAYED SPEED CLIMB

1. A tree with a variety of branch spacings is selected. A bell is suspended in a tree 40-60 feet from the ground. The bell should be flagged with brightly colored ribbon.
2. An approved climbing line is installed as a belay line in a manner such that the climber can be belayed from behind without interfering with the climb. A belay rig must be installed at the base of the tree.
3. A technician is required as a belayer.
4. Two timers and one judge are needed. In addition to running a stopwatch the judge is responsible for inspecting each climber's equipment, and enforcing all rules. The judge averages the time on the three stopwatches and reports one time to the scorers.

THROWLINE

1. A clear, open, wide-spreading tree or trees must be selected. Three targets are selected on each side of a large tree, or three targets on each of two trees. The targets should be approximately 40, 50 and 60 feet in height.
2. The targets are marked with brightly colored ribbons.
3. If adequate targets are not available in the trees, targets may be created out of PVC pipe and suspended at the appropriate heights. Man-made targets should be 3 feet in width and 5 feet in height. **Targets may be open and or closed at the top.**
4. Make sure the area behind the throwline trees is clear of spectators and other contestants. The throwline secured area must be of sufficient size as to prevent errant throws from leaving the area.

5. One judge and one scorekeeper are required for this event. The judge enforces the throwline rules. The scorekeeper records scores and times.

WORK CLIMB

1. A large, open wide-spreading tree should be selected for this event.
2. Five work stations are selected and marked with brightly colored ribbons. Bells are installed at each work station. A pole pruner **or pole saw head section** is secured in the tree near one station. An equipment bucket or other holder is installed at another station. A limb toss target is market on the ground below. A plumb bob is installed out on a limb and rigged with a buzzer at another station. A landing target is established on the ground away from the ground.
3. An approved climbing line is installed near the top of the tree at the staging area.
4. A belay rig is installed at the base of the tree.
5. A technician is required as a belayer.
6. Three to five judges are required for this event. A copy of the scoring guidelines shall be reviewed with the judges prior to the event. One judge serves as the timekeeper and may occasionally notify the contestant of the time remaining if the climber requests.

AERIAL RESCUE

1. A dummy wearing a saddle is installed with a climbing line approximately 20-25 feet high in a tree.
2. A haulback line is installed through a block installed in the tree above the dummy.
3. An approved climbing line is installed in the tree as a rescue line no more than 20 feet away from the dummy.
4. A belay rig is installed at the base of the tree.
5. Three judges are required. One judge acts as scorekeeper and two judges time the climbs. The average of the two times is recorded.

MASTERS' CHALLENGE

1. A large, open wide-spreading tree should be selected for this event.
2. Three workstations are selected and marked with brightly colored ribbons. Bells are installed at each workstation. A pole pruner **or pole saw head section** is secured in the tree near one station. A plumb bob is installed out on a limb and rigged with a buzzer at another station.
3. A belay rig is installed at the base of the tree.
4. A technician is required as a belayer.
5. Three to five judges are required for this event. A copy of the scoring guidelines shall be reviewed with the judges prior to the event. One judge serves as the timekeeper and may occasionally notify the contestant of the time remaining if the climber requests.

NOTE: It is recommended that Chapter competitions be conducted according to the same rules and regulations as the international. This helps ensure a safe, efficient competition as well as preparing the Chapter winner for the international event. We recommend that a chapter representative attend the annual conference and participate in

the ITCC set up every year so the chapter is aware of the most current rule modifications. This experience is invaluable for someone preparing to conduct an event for the first time.

VI. Pre-competition meetings

A. Day/evening before the competition

MANDATORY MEETING OF JUDGES AND OFFICIALS

1. The committee must meet with the judges and officials the day or evening before the competition to review the rules and safety requirements for each event. Each judge must be familiar with the scoring system and score sheets for the event they are judging.
2. It is important to maintain fairness and avoid bias throughout the competition. Judges must understand the importance of judging each contestant on equal ground. No substitution of judges should be made during the competition.
3. All officials should be made aware of the procedures for handling questions and complaints.
4. Head judges must be familiar with equipment requirements and what equipment is permitted.

MANDATORY MEETING WITH CONTESTANTS

1. All contestants are required to attend the pre-competition meeting.
2. The meeting must stress the importance of safety throughout the competition.
3. The committee chair and officials should review all of the rules and regulations with the contestants. Contestants should be permitted the opportunity to ask questions and clarify rules.
4. Contestants should be instructed to bring any equipment or techniques that may be in question before the committee at this meeting.
5. The drawing of numbers to establish the event rotation for contestants should be completed at this time.
6. The Head Judge should notify the contestants of any site-specific rule changes and or rulings related to questions at this meeting. Other items to cover during this meeting are rain delay contingencies, the protest process, transportation schedules, rotation timing, and any other items the head judge feels need to be clarified prior to the start of the event.

B. Morning of the competition

REVIEW WITH JUDGES AND TECHNICIANS

1. The head judge of each event should meet with the other judges, timers and scorekeepers to review the rules, regulations and scoring procedures. The head judge reviews each judge's and technician's responsibilities.
2. It is the head judge's responsibility to check the tree and set-up to ensure that everything is in order.
3. The head judge must review the belay set up and technique with the event technician.

EVENT REVIEW WITH CONTESTANTS

1. The head judges should review each event with the competitors before the start of the competition.
2. Contestants should be reminded that their equipment will be inspected prior to each event.
3. Once the event starts the competitors should direct all questions to the head judge of the event. If the individual event head judge is unable to answer a question he/she should contact the head judge for clarification.

NOTE: It is a good idea to take photographs of each contestant early in the day.

VII. Sponsorship

A. Obtaining sponsors

1. Sponsors may be found to offset the costs involved with conducting a tree climbing competition.
2. The terms of the sponsorship should be clearly understood by both the event organizers and the sponsor representatives.
3. Sponsors may provide monetary assistance with such things as events, meals, contestant T-shirts and prizes. Sponsors may also assist by providing equipment and labor for use in setting up the competition, or by donating equipment prizes.

B. Recognition of sponsors

1. It is important to recognize event sponsors. Possible recognition vehicles include signs, announcements and program listings. Sponsors should also receive Thank you letters following the event.
2. A good way to keep sponsors happy is to obtain good press for the competition. A committee member should be in charge of contacting local newspapers and television stations. Keep in mind that the ISA is an education and research organization, and the Tree Climbing Competition can be an excellent educational opportunity for arborists and the public.
3. The level of recognition for each sponsor should be commensurate with the magnitude of the sponsorship.

VIII. Awards

A. Sending Chapter winner to the International

1. The winner of each Chapter Tree Climbing Championship qualifies to compete in the International Tree Climbing Championship.
2. Most Chapters include in the prize for their Chapter champion an all-expense paid trip to the International competition. The money to pay for this may come from the Chapter treasury, from sponsorship, or from special fund-raisers such as raffles or auctions.
3. Once a champion has been crowned, the chair must fill out the registration form and send it to the ISA office. This should be completed by July 1. A copy of the form is included with this manual. If additional forms are needed contact Carole Abbott 217-355-9411. In Europe contact Nadia Syed at 44-181-861-6852.

B. Other awards

1. Some Chapters have traditional, continuing awards for their champions such as trophies, belt buckles, etc.
2. Many Chapters award plaques to the top finishers in each event, with a special plaque for the champion.
3. Some Chapters award prize money to the winner/top finishers.
4. Some Chapters award equipment such as ropes and saddles that are often donated by sponsors.